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MORTAL KOMBAT[®]

STRATEGY GUIDE

GENESIS

**SUPER
NINTENDO**

GAME GEAR

GAME BOY

• 162 pages of Sizzling Strategies, Killer Kombos, and Individual Finishing Moves!

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By the Editors of

GAMEPRO
The #1 Video Game Magazine

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Choose to battle as one of seven seasoned martial arts combatants in a quest for the Mortal Kombat title.

The Storyline

Many years ago the Shaolin Tournament was a competition of honor for martial arts warriors from around the world. They gathered annually to compete for the title of Grand Champion until 500 years ago Shang Tsung, a disgruntled former warrior, gained control of the tournament with the help of his half-human, half-dragon protogee, Goro. Now Shang Tsung manipulates the Tournament to satisfy his own evil needs. Those who compete do not survive to tell the tale of how Shang Tsung steals their very souls to gain immortality for himself.

Competitors in the Mortal Kombat Tournament can choose to fight as one of seven skilled martial arts warriors – Johnny Cage, Liu Kang, Kano, Rayden, Sub-Zero, Scorpion, and Sonya Blade.

An Exhibition Mode enables would-be warriors to compete against one another and practice their skills in competition in preparation for their quest for the Mortal Kombat title.

In the Tournament Mode, warriors must battle through a series of different matches. First, competitors fight each of the other six warriors in a best two-out-of-three match competition. Survivors move on to battle a mirror image of themselves in a best two-out-of-three Mirror Match. Victorious warriors move on to three Endurance Matches. In each Endurance Match the fighter must defeat two different warriors to advance. If a warrior manages to win all of these challenges, he/she faces Shang Tsung's champion, four-armed Goro, in a battle to the death. Challengers that survive their match against Goro, enter the arena for the ultimate competition – a deadly battle against Shang Tsung for the title of Supreme Mortal Kombat Warrior.

BATTLE PLAN



SHANG TSUNG



GORO



ENDURANCE 3



ENDURANCE 2



ENDURANCE 1



MIRROR MATCH



CAGE



KANO



RAYDEN



LIU KANG



SUB-ZERO



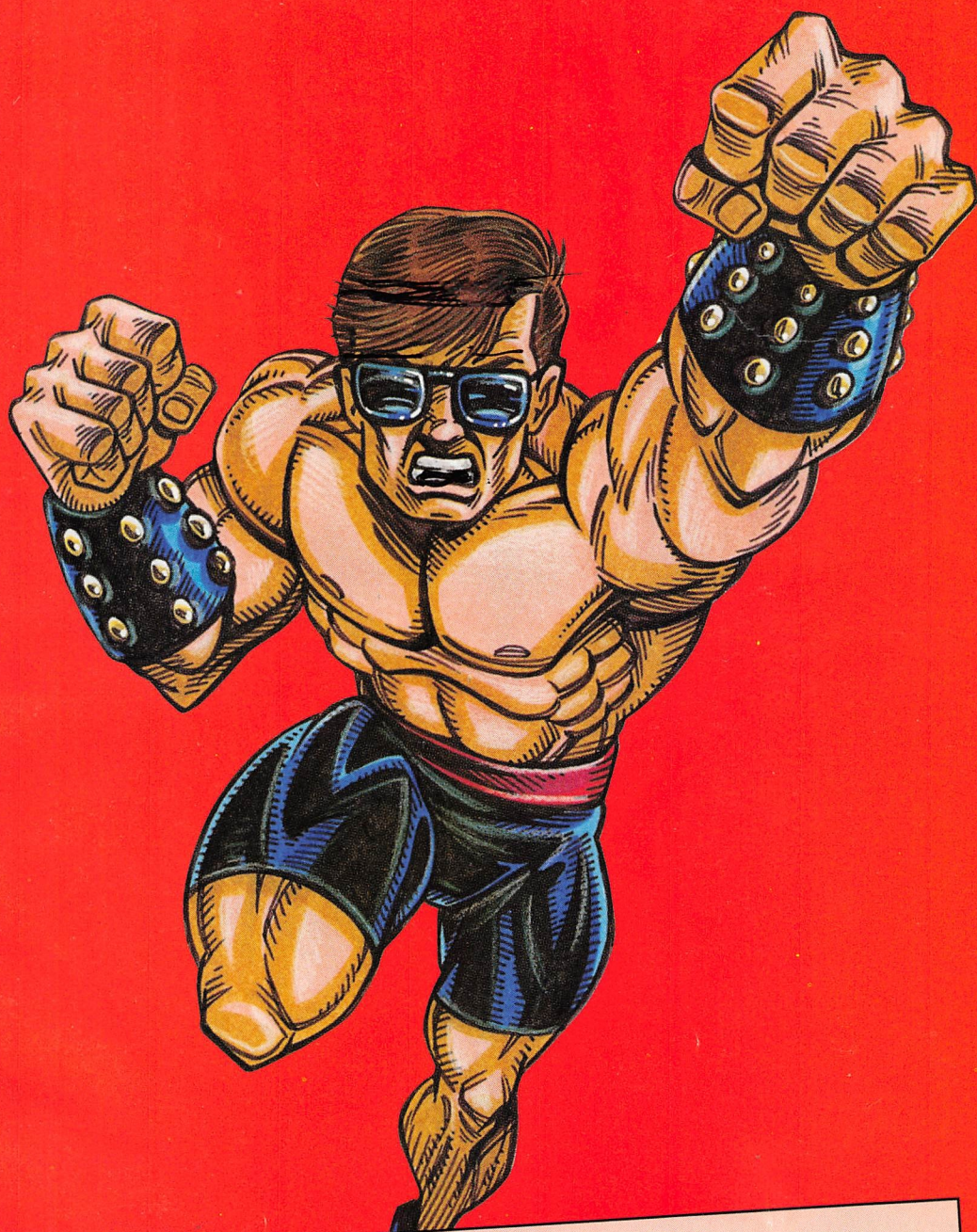
SONYA

The road to the Mortal Kombat title is long and challenging.

KOMBATANTS



JOHNNY CAGE



Vital Statistics



Real Name: John Carlton

Age: 29

Height: 6'1"

Weight: 200

Hair: Brown

Eyes: Blue

Legal Status: Citizen of the United States

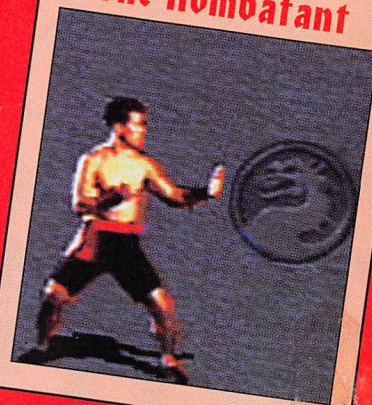
Known Relatives: Robert Carlton - Father; Rose Carlton - Mother; Rebecca Carlton - Sister; Cindy Ford - Wife (divorced).

Birthplace: Venice, California
Occupation: Actor

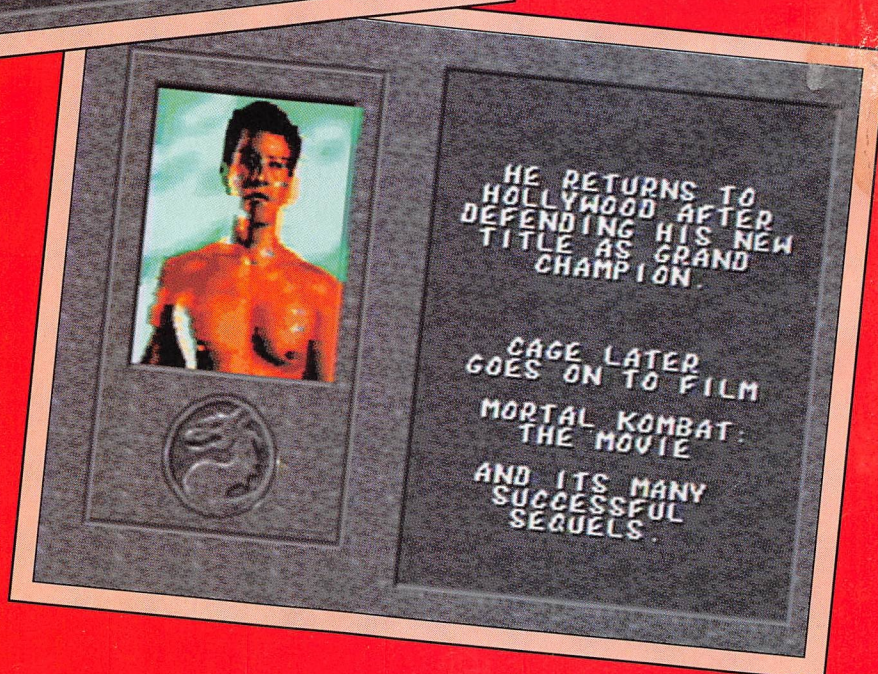
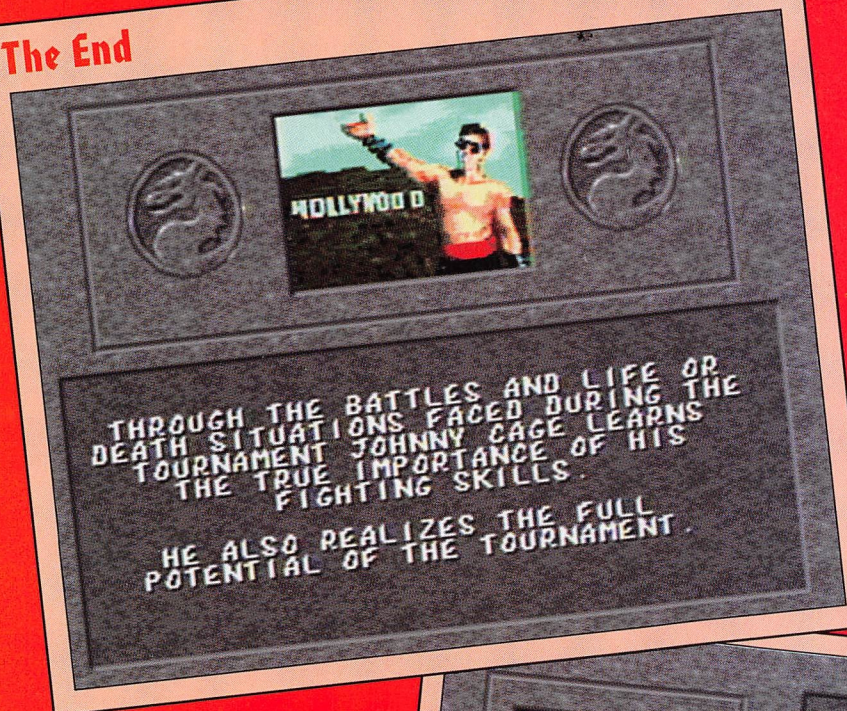
Profile

Johnny Cage is a martial arts superstar. After years of training with masters from around the world, Cage is now a box-office star in blockbuster martial arts movies. Catch Johnny in Dragon Fist, Dragon Fist II, and the award-winning Sudden Violence.

The Komбатant



The End



RAYDEN



Vital Statistics



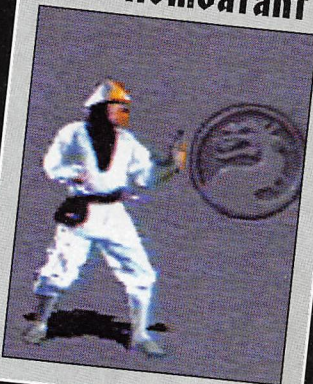
Age: Eternal
Height: 7'
Weight: 350
Hair: Black
Eyes: None

Legal Status: Deity,
therefore does not apply
Known Relatives: None
Birthplace: None
Occupation: Thunder God

Profile

The mysterious Rayden is rumored to be a mystical being, a warrior who lives among the thunder clouds. Many claim that he competes in the tournament at the express invitation of Shang Tsung. Even though he took on a human form to fight in the journey, he still possesses elemental powers that make him a dangerous competitor.

The Kombatant



The End



RAYDEN'S VICTORY COMES AS NO SURPRISE TO HIM.

HE WAS NEVER IMPRESSED BY SHANG TSUNG'S INFERIOR SORCERY, GORO'S BRUTE FORCE, OR THE CHALLENGE OF THE OTHER CONTESTANTS.



HE QUICKLY BECOMES BORED WITH HIS MORTAL COMPETITION AND SOON INVITES OTHER GODS TO PARTICIPATE IN THE CONTEST.

THE ENSUING BATTLES RAGE ON FOR YEARS.

AND THE WARS RESULT IN OUR WORLD'S FINAL DESTRUCTION.

HAVE A NICE DAY!

KANO



Vital Statistics



Age: 35
Height: 6'
Weight: 205
Hair: Black
Eyes: One brown, one infrared (built into a

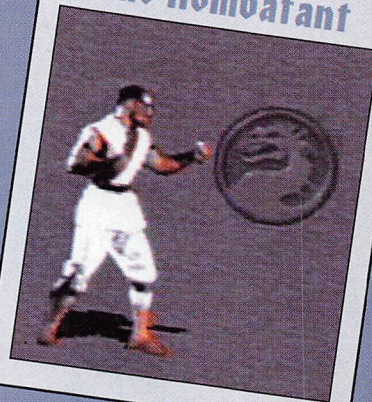
metal implant)
Legal Status: Deported from Japan and a wanted criminal in 35 countries

Known Relatives: None (orphaned as a small child by an American woman in Tokyo)
Birthplace: Unknown
Occupation: Criminal member of the Black Dragon organization

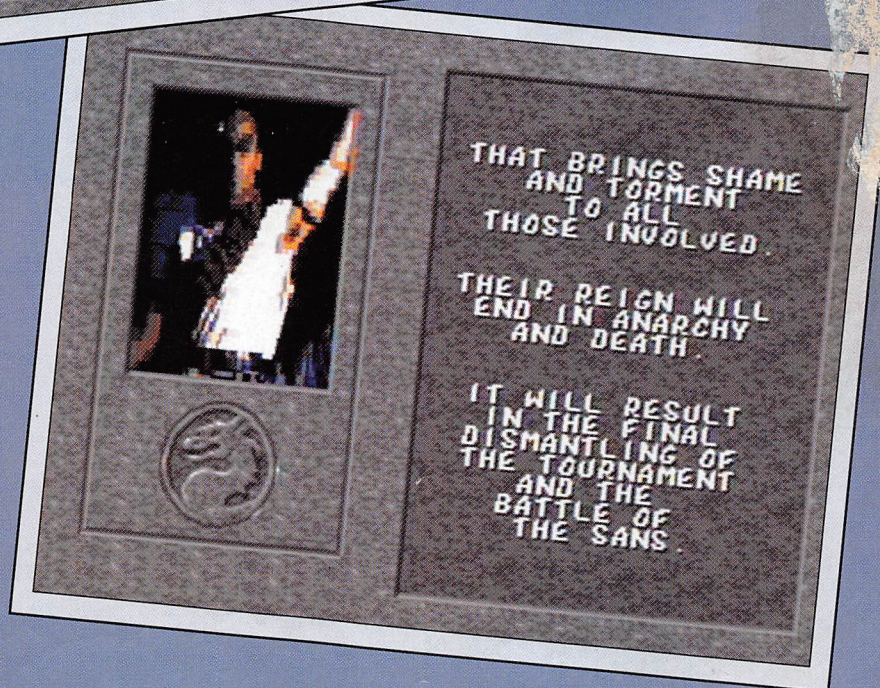
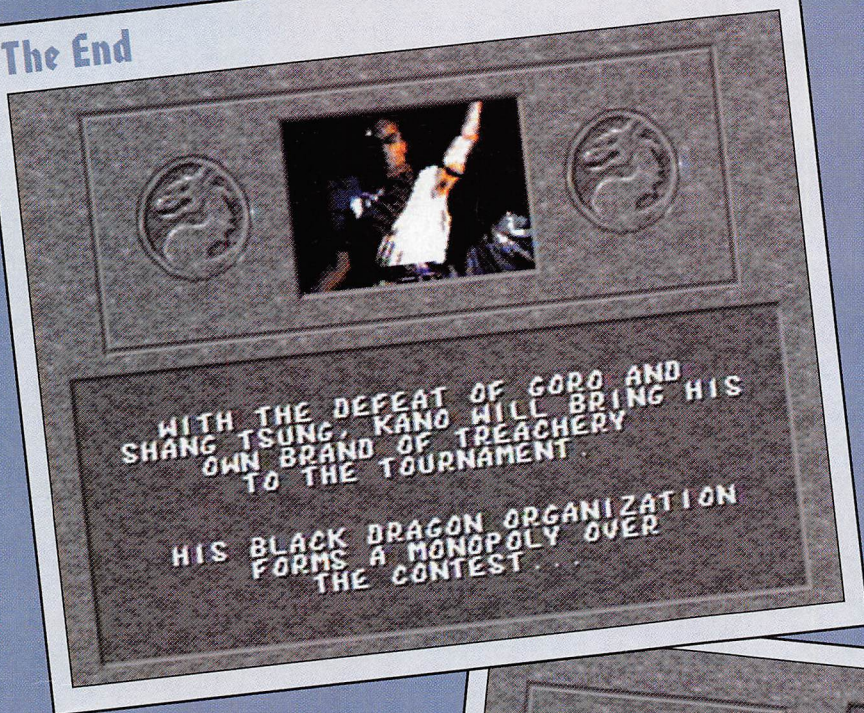
Profile

Kano's a dangerous thief, mercenary, extortionist, and thug. As a fanatic member of the Black Dragon (a deadly gang of cut-throat madmen) Kano leads a life of crime and injustice. Believing Shang Tsung's palace to be made of gold, Kano's entered the tournament to try and find a way to loot the place.

The Kombatant



The End



LIU
KANG



Vital Statistics



Age: 24

Height: 5'10"

Weight: 185

Hair: Black

Eyes: Brown

Legal Status: Citizen of
the People's Republic of China.

Known Relatives: Lee Kang - Father
(deceased); Lin Kang - Mother
(deceased); Chow Kang - Brother
(whereabouts unknown)

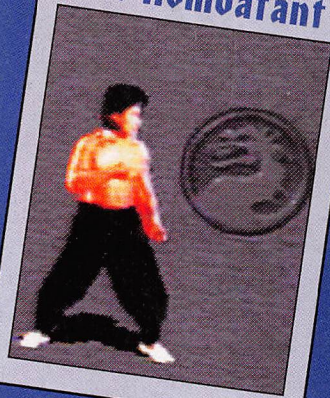
Birthplace: Honan Province, China

Occupation: Shaolin Monk, Fisherman

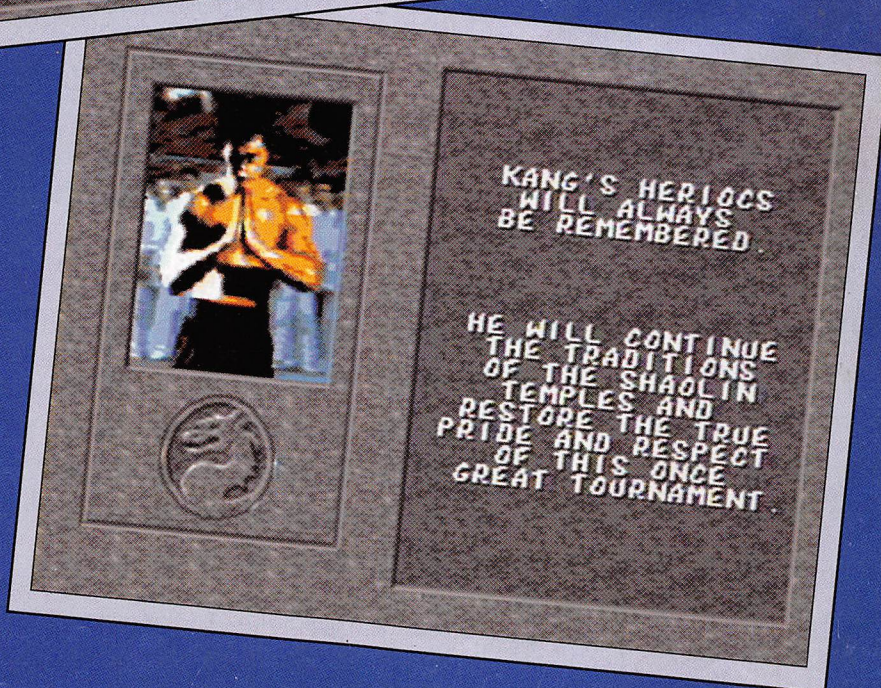
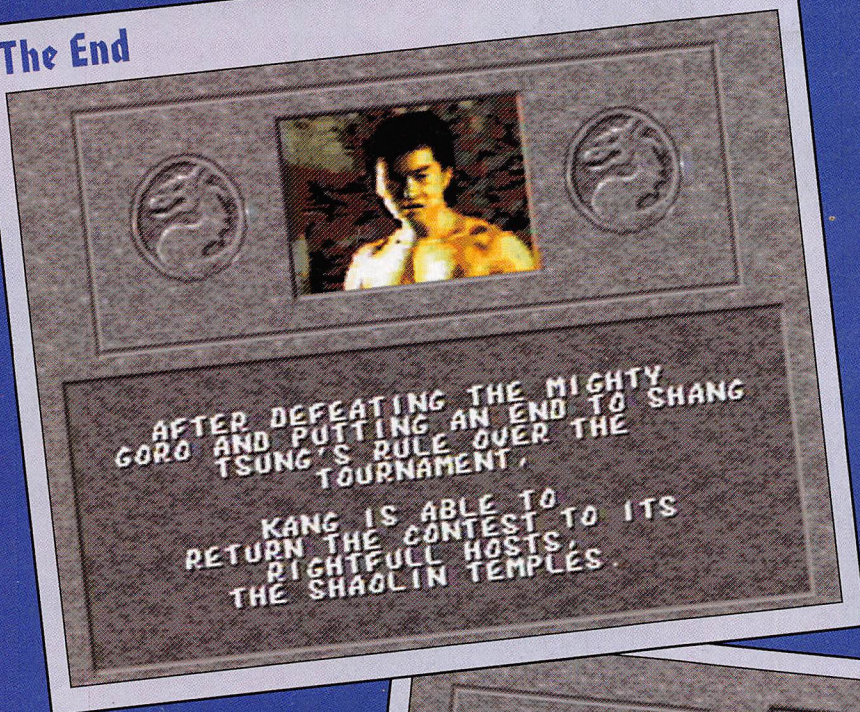
Profile

Liu Kang got his training as a member of the super secret White Lotus Society. After hearing rumors of Shang Tsung's evil martial arts tournament, Kang decided to leave the White Lotus Society and compete as a representative of all Shaolin Temples. Liu Kang stands strong in his beliefs and despises Shang Tsung.

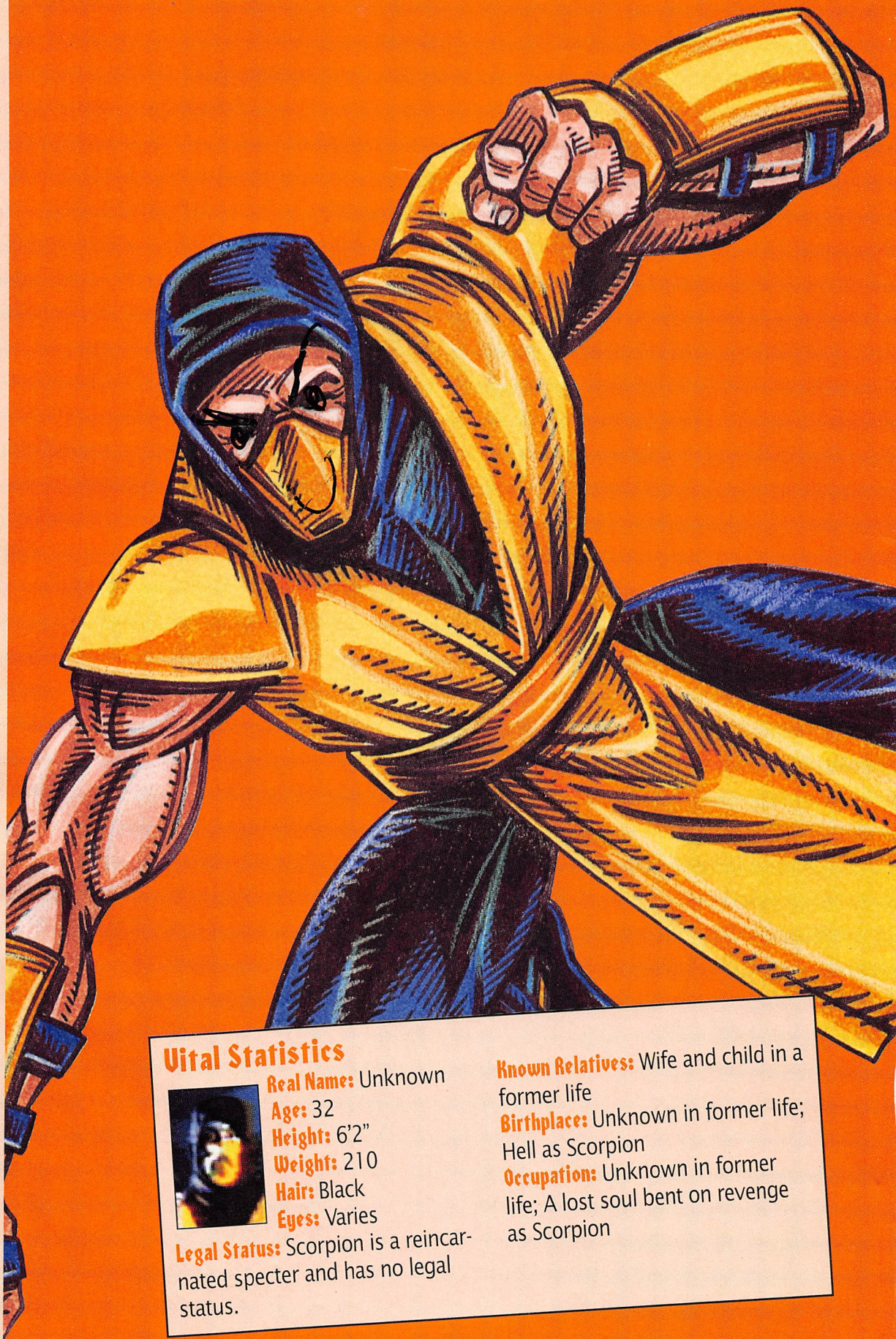
The Kombatant



The End



SCORPION



Vital Statistics



Real Name: Unknown

Age: 32

Height: 6'2"

Weight: 210

Hair: Black

Eyes: Varies

Legal Status: Scorpion is a reincarnated specter and has no legal status.

Known Relatives: Wife and child in a former life

Birthplace: Unknown in former life; Hell as Scorpion

Occupation: Unknown in former life; A lost soul bent on revenge as Scorpion

Profile

Scorpion is like Sub-Zero, a mysterious fighter of unknown origins. Those who observe him closely note that he shows hatred and distrust toward Sub-Zero. This kind of hostility between opposing ninjas usually indicates memberships in rival clans.

The Kombatant



The End



MARKED FOR DEATH YEARS AGO BY THE LIN KUEI, SCORPION WAS MURDERED BY SUB-ZERO.

HE LEFT BEHIND A WIFE AND CHILD IN HIS FORMER LIFE BUT WAS ALLOWED TO RETURN AND AVENGE HIS DEATH.



EVEN WITH SCORPION'S TRIUMPH IN THE TOURNAMENT AND NEW TITLE AS GRAND CHAMPION, THE PRICE HE PAID WAS HIGH.

HE CAN NEVER AGAIN KNOW HIS FAMILY AND MUST EXIST FOREVER WITH HIS SECRET CURSE.

SUB
ZERO



Vital Statistics



Real Name: Unknown
Age: 32
Height: 6'2"
Weight: 210
Hair: Black
Eyes: Brown

Legal Status: None, however resides somewhere in China
Known Relatives: None
Birthplace: Unknown
Occupation: Lifelong member of the Lin Kuei, a rare clan of Chinese, Ninja-type assassins

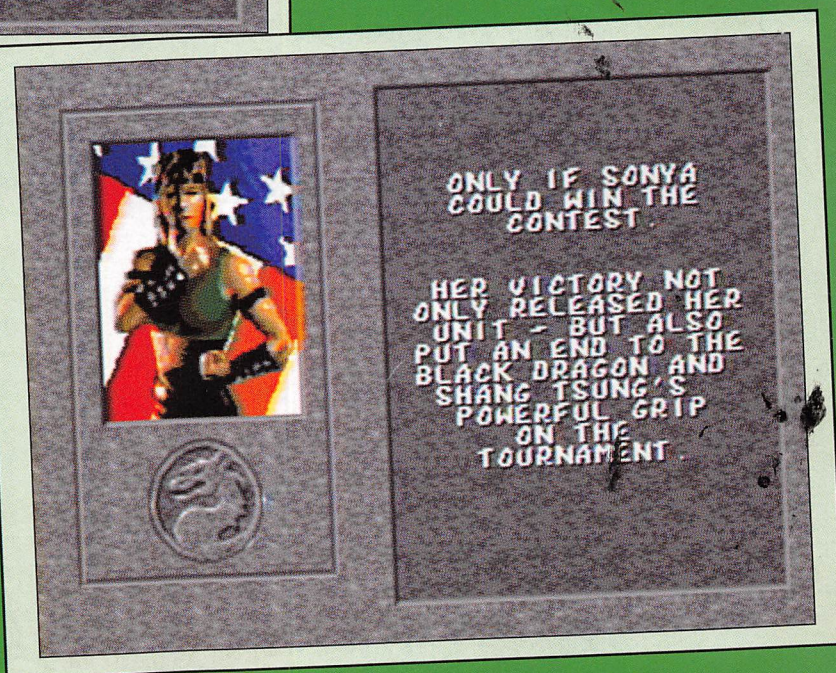
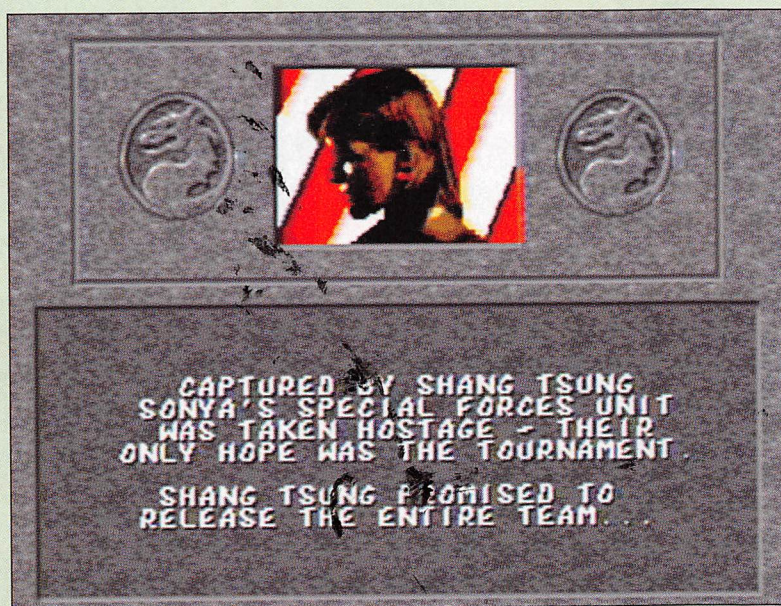
Profile

As a member of a top-secret special forces team, Sonya Blade was on the trail of Kano and the Black Dragons. When Sonya and her team trailed Kano to an uncharted island, they were ambushed and captured by Shang Tsung's soldiers. Now Shang is forcing Sonya to compete in his evil tournament. If she refuses, Shang will have her and her team put to death.

The Kombarant



The End



GORO



Vital Statistics

Age: 2000

Height: 8'2"

Weight: 550

Hair: Black

Eyes: Red

Legal Status: None on Earth,
Prince of Kuatan in the Outworld

Known Relatives: King Gorbak - Father;
Queen Mai - Mother; Seven Wives

Birthplace: Kuatan, Fourth Astral Plane
of Shokan, Realm of the Outworld

Occupation: Prince of Kuatan, Ruler
Supreme of Shokan's armies

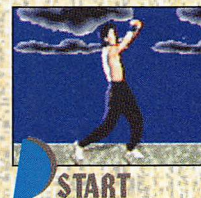
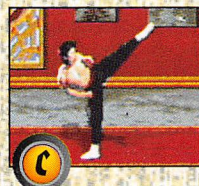
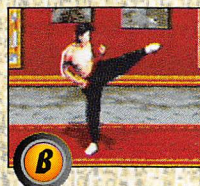
BASIC ATTACKS

PUNCH

KICK

HIGH KICK

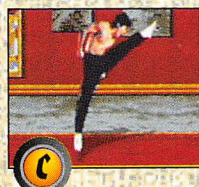
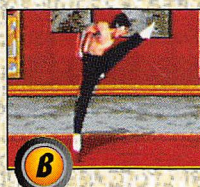
HIGH BLOCK



JUMPING PUNCH

JUMPING KICK

JUMPING KICK



UPPERCUT

CROUCH KICK

CROUCH KICK

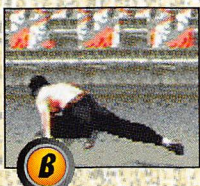
LOW BLOCK



HIGH PUNCH

SWEEP

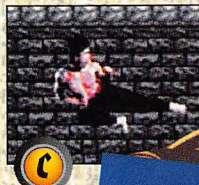
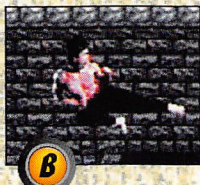
ROUNDHOUSE



AIR PUNCH

AIR KICK

AIR KICK



KNEE

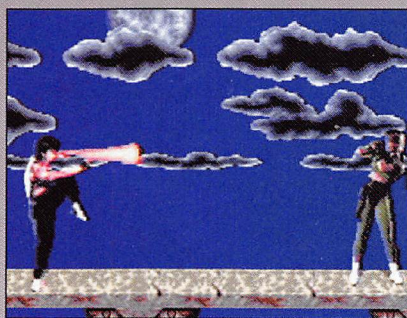


Liu Kang

Mortal Moves Genesis

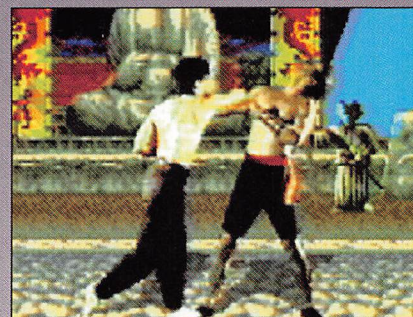
LIU
KANG

Fireball



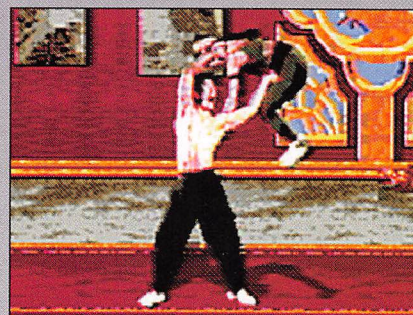
Liu, buddy, does the word firebug have any meaning for ya? Help contribute to the delinquency of Liu Kang by tapping Toward, Toward, and Button A.

Head Blow



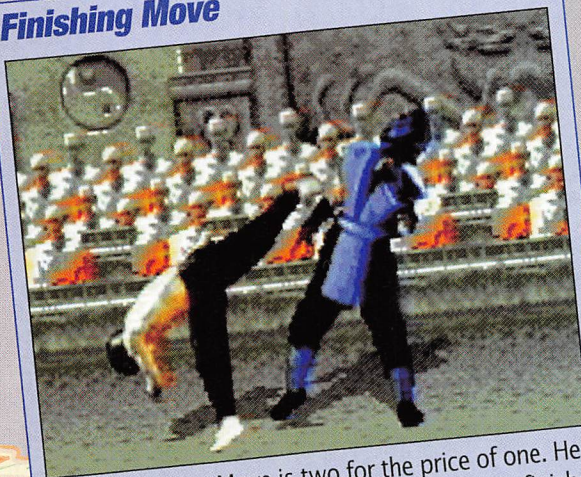
Kang seems like a nice enough guy, but appearances can be deceiving. To smack Liu's foes in the gourd, tap Button A when in the close vicinity of an attacker.

Throw



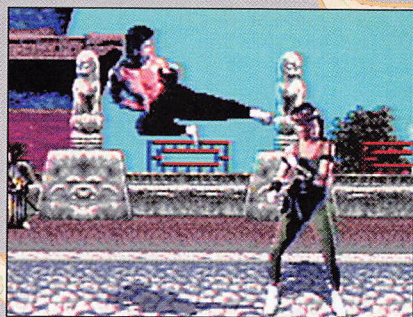
Applied physics in a video game? To experiment with this concept, push Button C when near an enemy.

Finishing Move



Kang's Finishing Move is two for the price of one. He takes off with a Helicopter Spin Kick, and then finishes with an Uppercut. What a deal! Begin by holding Start, and then press Toward, Down, Away, Up, and Toward (in a full circle towards the foe).

Flying Kick

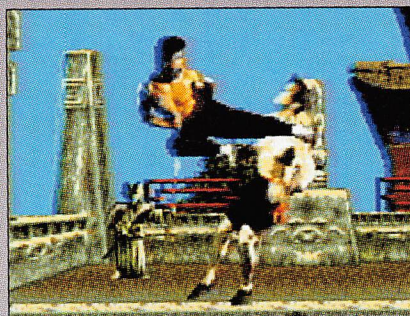


Soar through the air with the greatest of ease with Kang. To take flight, hit Toward, Toward, and Button C.

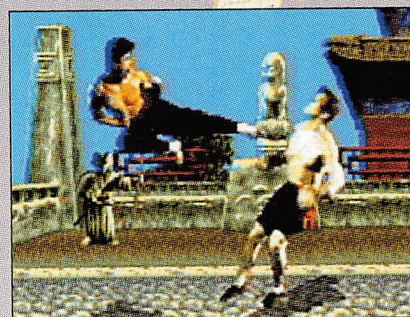
Escape Artist



1. When Kang is cornered, knee his opponent.

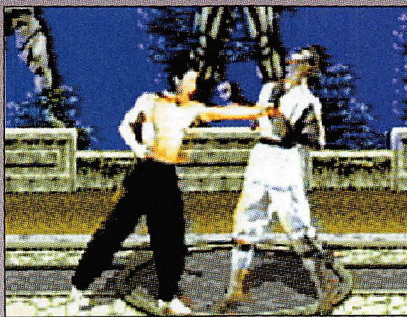


2. Then, take Kang in with an Air Kick.



3. Finally, take advantage of the situation with a Flying Kick (so much for being cornered).

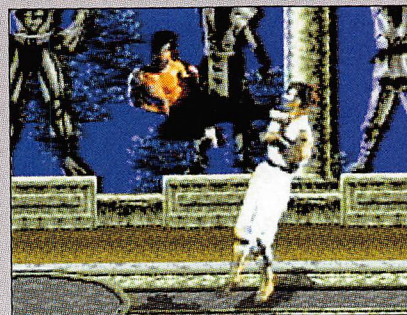
Smoke 'Em



1. Kang can say it twice as nice with two Punches.



2. Just to make sure they heard, offer to light their cigarette with Kang's Fireball...



3. ...and put it out right away with an Air Kick, 'cause smoking is bad for their health.

Killer Kombos Genesis

Hey You, come Here



1. If Kang's enemy is on the other side of the screen...

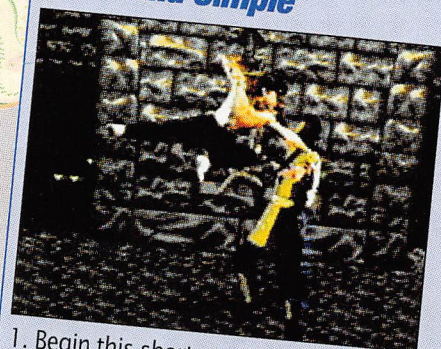


2. ...send off a Fireball to get their attention.



3. Then, let 'em know who's boss with a Flying Kick.

Short and Simple



1. Begin this short, easy kombo by taking Kang in with a Jumping Punch.



2. Before Kang's attacker even hits the ground, finish things off with a Flying Kick.

Killer Kombos Genesis

LIU KANG

So Long



1. Hope Kang's attacker doesn't like long goodbyes. First it's goodbye feet when Kang comes in with a Sweep.

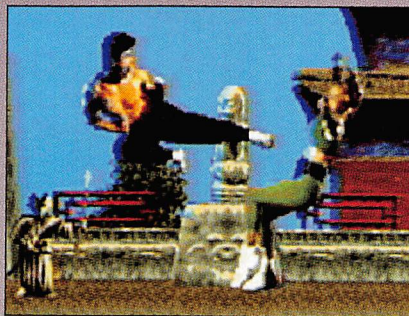


2. Then, it's goodbye chin when he tags 'em with an Uppercut.

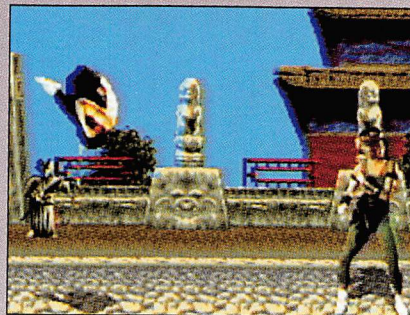


3. Finally, it's goodbye skin when the Fireball comes sailing across.

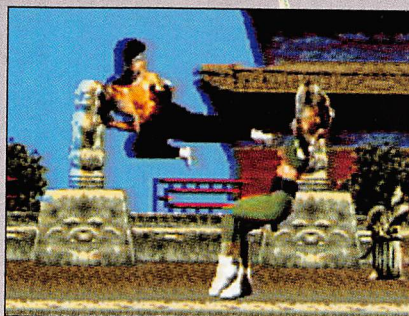
Repeat



1. Kang can really kick into gear when he jumps in with an Air Kick.



2. When the Kick's complete, jump back.



3. Repeat the Air Kick. Nail Kang's foe a couple of times by repeating the same move over and over before they have a chance to recover.

Special Delivery



1. Surprise! Kang's got a Jumping Punch for his opponent.



2. He's always happy to repeat the move again just in case they missed it.



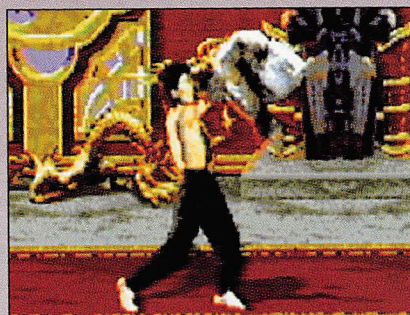
3. Just to make sure they heard Kang the first two times, finish off with a Flying Kick.

Against Cage



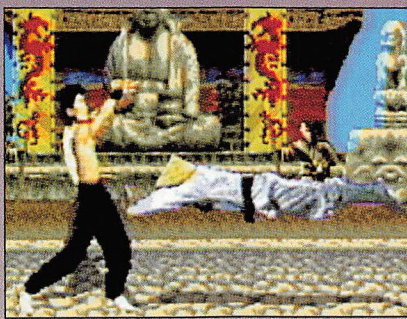
As Johnny tries to jump in on Kang, give him a quick Flying Kick.

Against Kano



Block Kano's Cannonball and then toss a Fireball in his direction.

Against Rayden



Block Rayden's Torpedo and try to scorch him with Kang's Fireballs.

Against Sub-Zero



To melt Sub-Zero's Freeze, block it and quickly Fireball when ready.

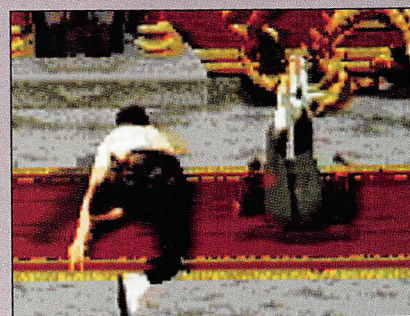
Against Scorpion



To avoid getting speared by Scorpion's Harpoon, take to the air. Try to Air Kick constantly, and end up in the air as the Harpoon is tossed.



Against Sonya

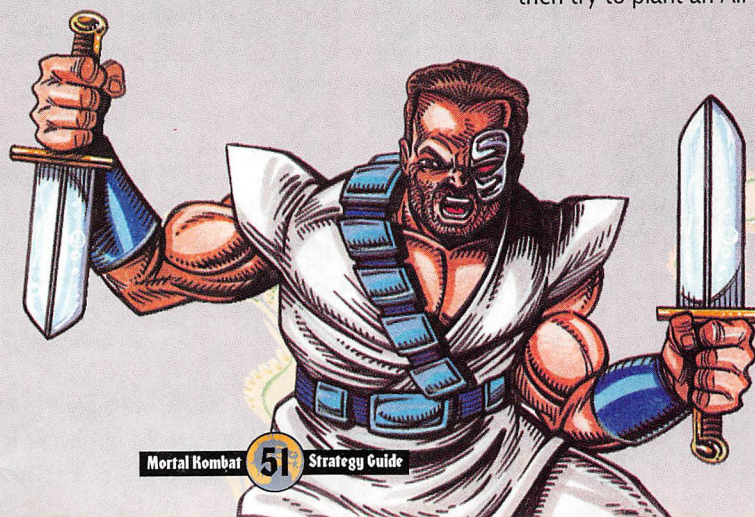
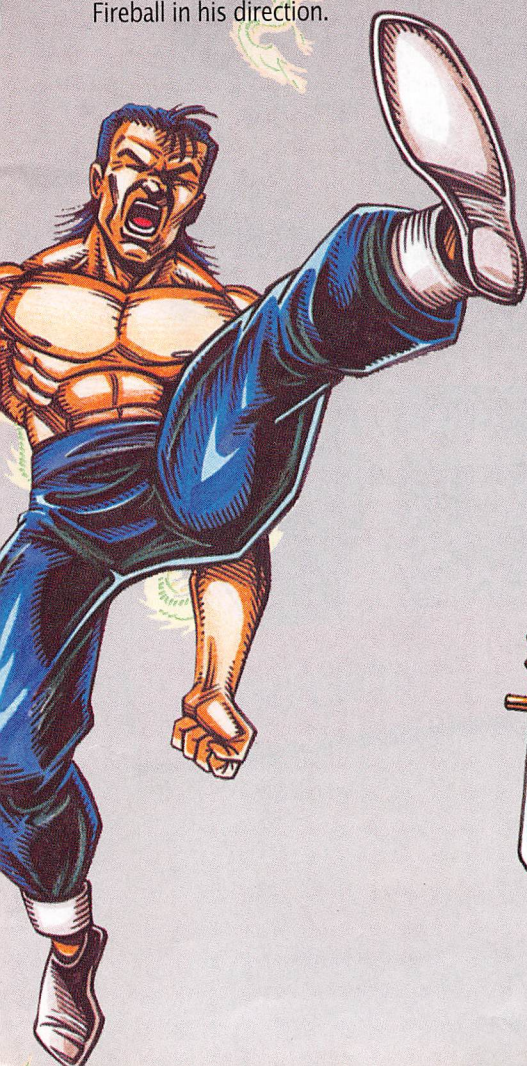


Sweep Sonya's Scissors, and stay out of range of her close-in moves.

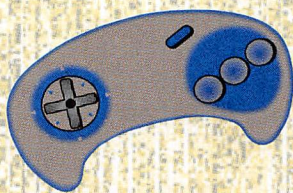
Against Kang



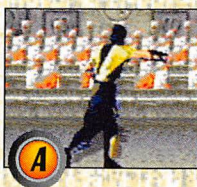
When Kang's evil twin tries to tag him with a Fireball, jump over the fire and then try to plant an Air Kick on his head.



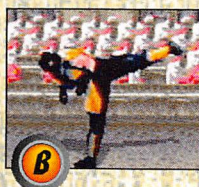
BASIC ATTACKS



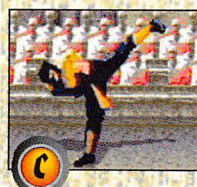
PUNCH



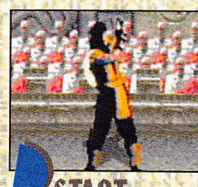
KICK



HIGH KICK



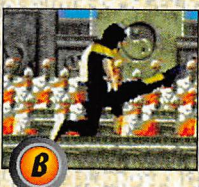
HIGH BLOCK



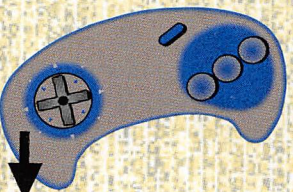
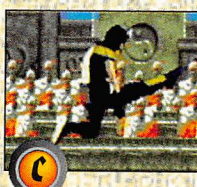
JUMPING PUNCH



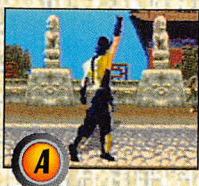
JUMPING KICK



JUMPING KICK



UPPERCUT



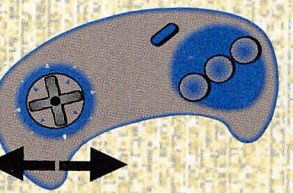
CROUCH KICK



CROUCH KICK



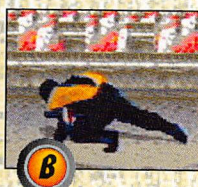
LOW BLOCK



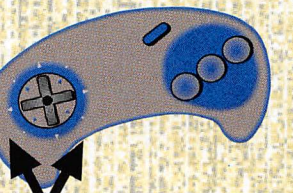
HIGH PUNCH



SWEEP



ROUNDHOUSE



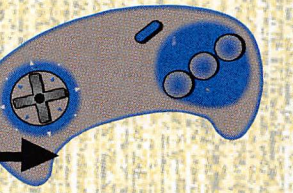
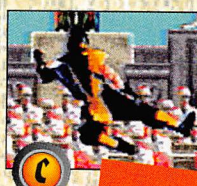
AIR PUNCH



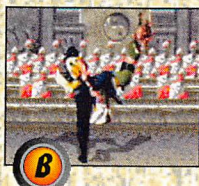
AIR KICK



AIR KICK



KNEE



SCORPION

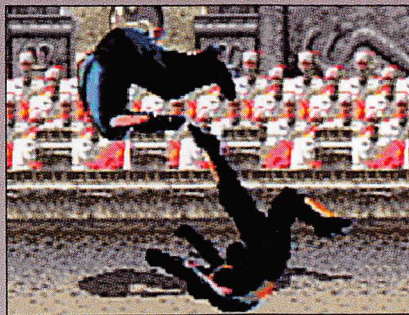
SCORPION

Harpoon



Scorpion's super secret weapon really shafts his attackers. To go foe-fishing, tap Away, Away, and Button A.

Throw

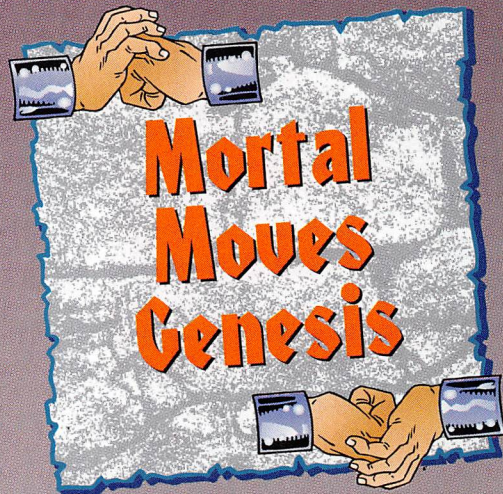


Throw Scorpion's attackers off track with this easy move. Sneak in close and then push Button C.

Teleport



Now you see Scorpion, now you don't. To disappear and reappear on the other side of Scorpion's enemy, hit Down, Away, and Button A.



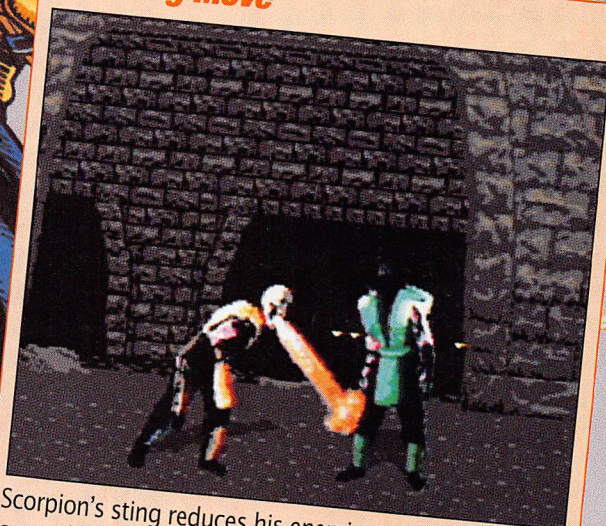
Mortal Moves Genesis

Head Blow



When his foes start to get smug, Scorpion likes to wipe that look off their face with a solid tap on the noggin. Press Button A when close to the enemy.

Finishing Move

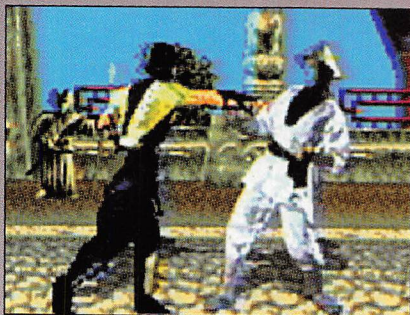


Scorpion's sting reduces his enemies to charcoal with one exhalation. To end it for an opponent, hold Start and tap Up two times.

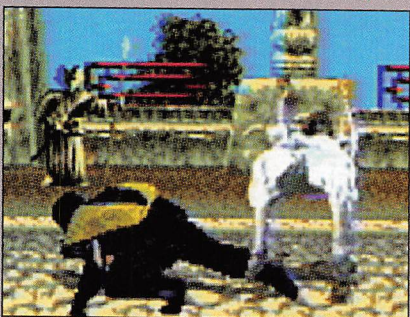


Killer Kombos Genesis

KO



1. Plaster Scorpion's attacker with two Punches.



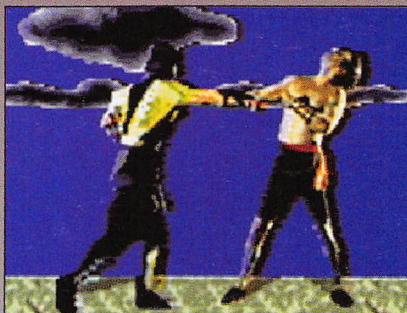
2. Then, Sweep them until they're well grounded.



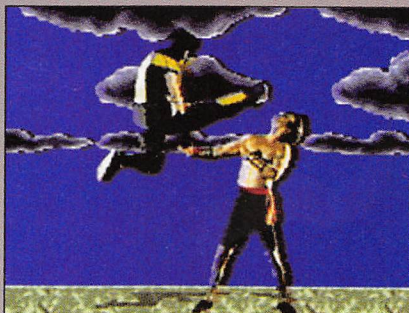
3. To end this combo, have Scorp quickly step closer and deliver a final Uppercut.

SCORPION

Stick to the Point



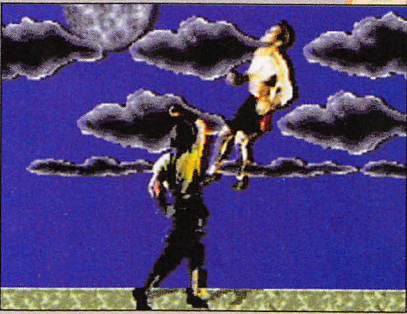
1. Sneak Scorpion in to double Punch his attacker.



2. For even more fun, continue the combo with two consecutive Jumping Kicks.

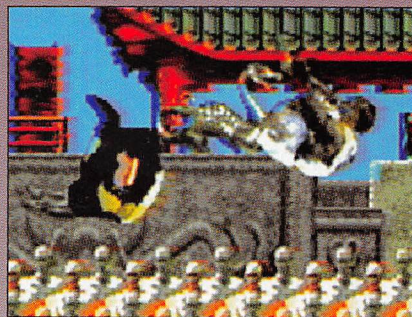


3. Now that Scorpion's set the bait, nail 'em with the Harpoon.

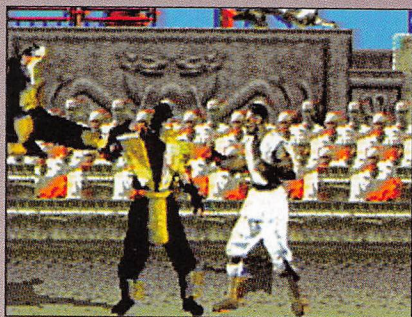


4. Finally, reel them in with an Uppercut.

Sucker!



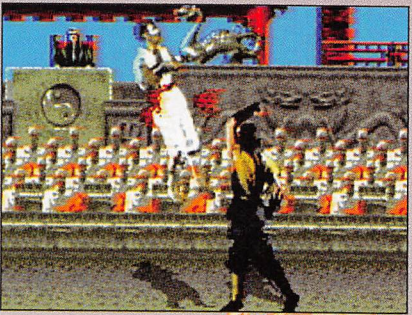
1. Have Scorpion jump backwards to sucker his opponent into jumping at him. When they do, meet 'em head on with a Low Block.



2. To throw 'em off track, Teleport Scorpion away.



3. But return to Harpoon them for good measure.



4. Finish the combo with a blazing Uppercut.

Sneak Attack



1. Have Scorpion begin this maneuver with two quick Air Kicks to snap his foe to attention.



2. Then, Teleport away.

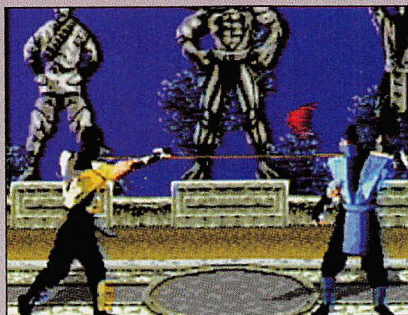


3. When Scorpion reappears, quickly deliver a deadly blow with the Harpoon.

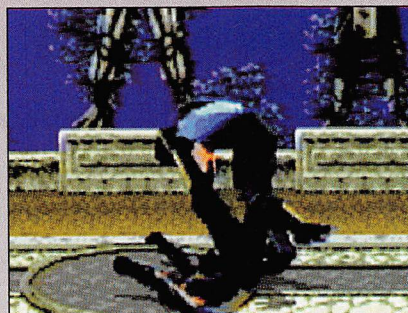


4. Complete the destruction with a Throw.

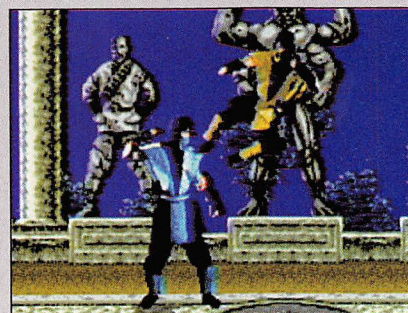
Reel 'Em In



1. Have Scorpion stab his opponent with the Harpoon and then reel him in.

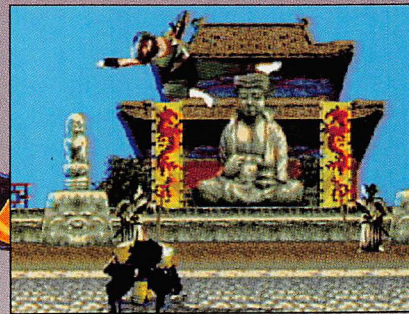


2. When Scorpion's in close, toss his opponent back with a Throw.

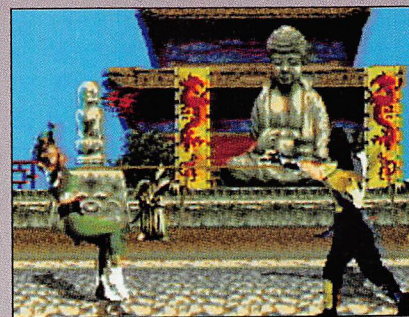


3. Finish this one off with an Air Kick.

Defensive Maneuvers



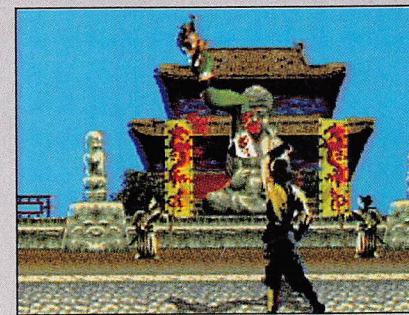
1. When an opponent tries to jump in over Scorpion, duck.



2. Then, turn and stab the attacker with a Harpoon as they land.



3. Press Scorpion's advantage with a quick Sweep.



4. Do some final damage with an Uppercut.

Play Tips Genesis

SCORPION



Against Sub-Zero



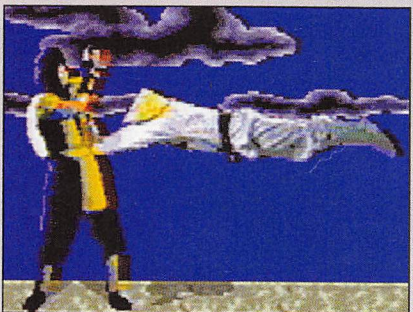
Sub's a little dense. Scorpion can Air Kick him over and over, and, for a change of pace, mix it up with an occasional Throw.

Against Scorpion



When Scorpion finds himself face to face with his own deadly Harpoon attack, he's got to Block and then Teleport in order to have time to catch his breath.

Against Rayden



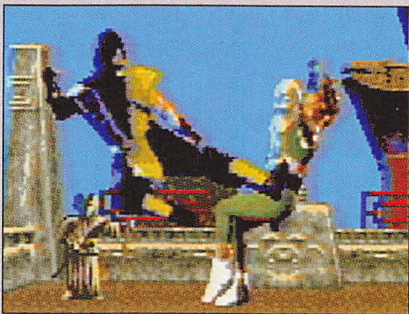
Block Rayden's standard Torpedo and then slip him Scorpion's Harpoon. Follow up with any of Scorpion's favorite moves.

Against Kang



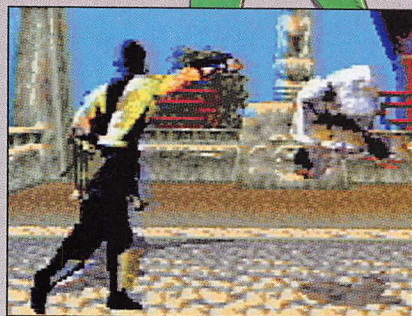
Scorpion can confuse the heck out of Kang with a simple two-move combo - Teleport and Sweep.

Against Sonya



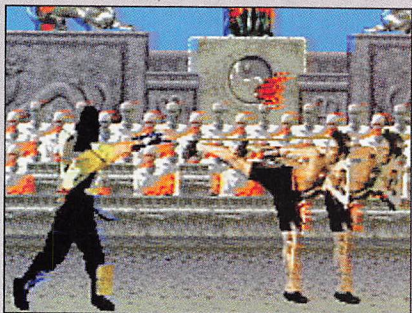
Stay away from Sonya and try to tag her with an Air Kick, a Harpoon, or a Teleport followed by another move. When Sonya tries to get Scorpion with a Square Wave, aim the Harpoon in the opposite direction. If the timing's right, the Harpoon will stab her as she lands.

Against Kano



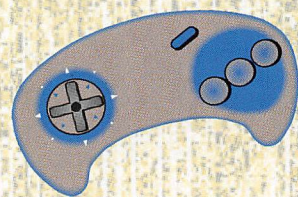
Kano's no match for Scorpion's Harpoon. Take a stab at him and then Uppercut at will. The Harpoon can nail Kano even when he's doing his Cannonball.

Against Cage

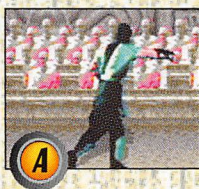


When Johnny tries to sneak in with his Shadow Kick, Scorpion's best bet is to try to give 'em a little rope, Harpoon-style.

BASIC ATTACKS



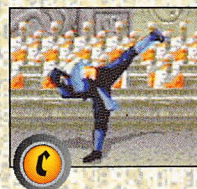
PUNCH



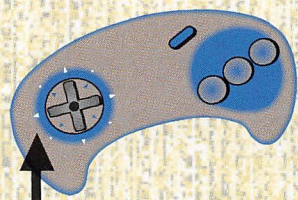
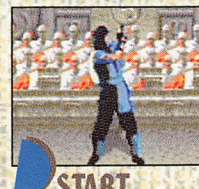
KICK



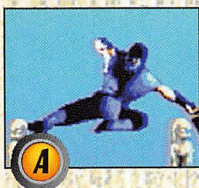
HIGH KICK



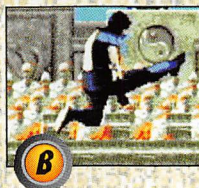
HIGH BLOCK



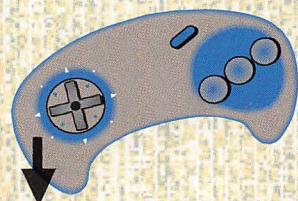
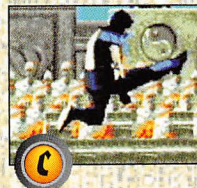
JUMPING PUNCH



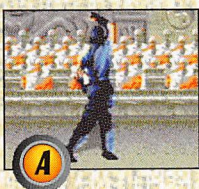
JUMPING KICK



JUMPING KICK



UPPERCUT



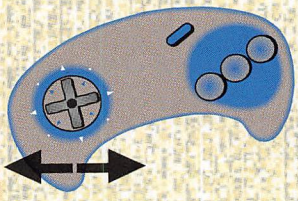
CROUCH KICK



CROUCH KICK



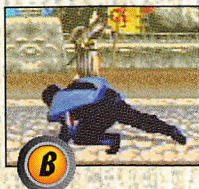
LOW BLOCK



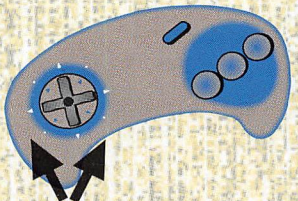
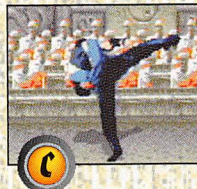
HIGH PUNCH



SWEEP



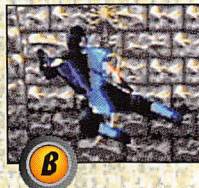
ROUNDHOUSE



AIR PUNCH



AIR KICK



AIR KICK



KNEE

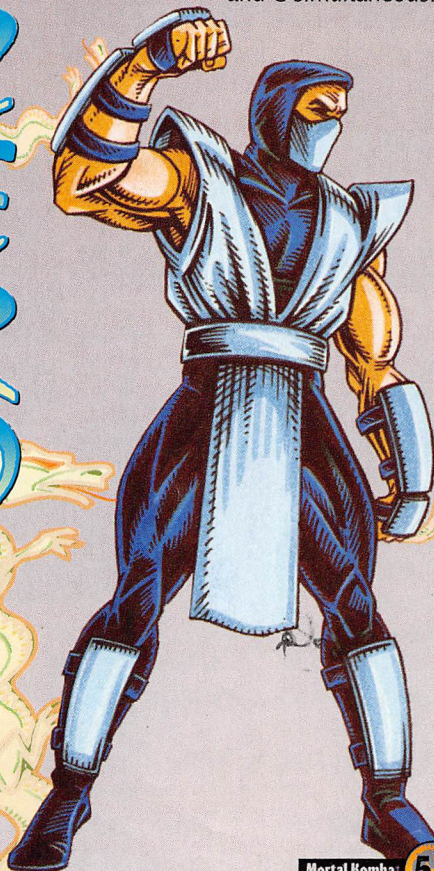


SUB-ZERO

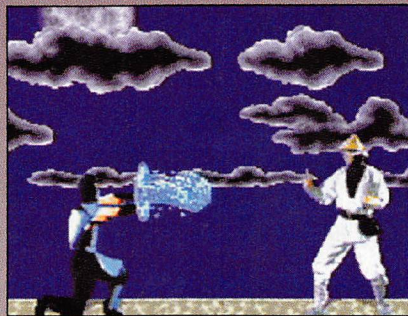
Mortal Moves Genesis

S
U
B

Z
E
R
O



Freeze



One blast of Sub-Zero's frosty breath and his foes are stone-cold-frozen. The chill sets in when you press Away, Down, Toward, and Button A.

Slide



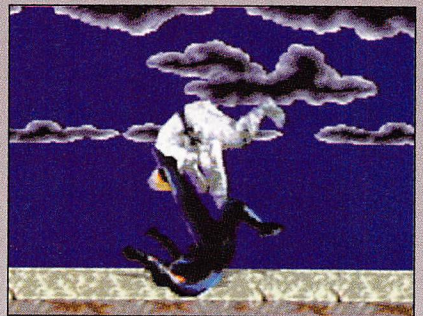
Sub-Zero could teach major leaguers a thing or two about sliding. To do the Sub-Zero Slide, tap Away and Buttons B and C simultaneously. Yer out!

Head Blow



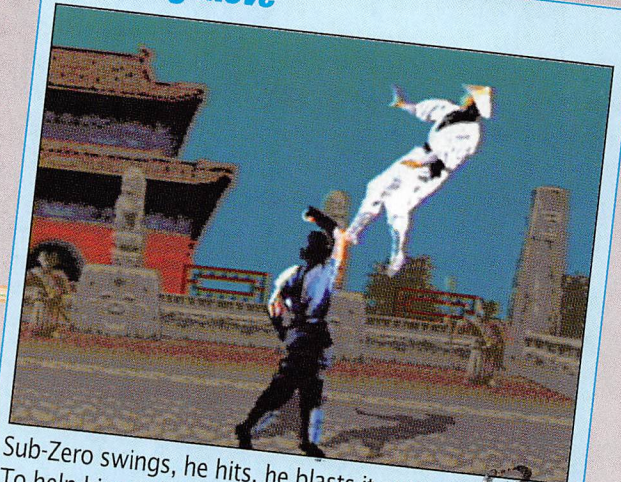
Every now and then Sub-Zero gets tired of pulling off spectacular moves and goes for something a little more basic-like poppin' his opponent on the cranium. Move in close and tap Button A.

Throw



Sometimes the simplest pleasures can be the most satisfying. Test out this theory for Sub-Zero by hitting Button C when you're in close to an attacker.

Finishing Move

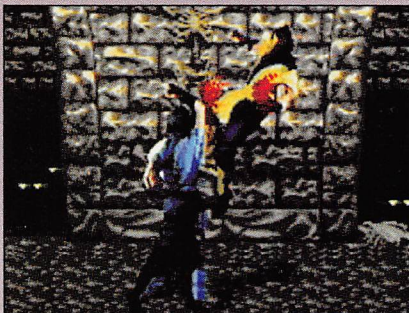


Sub-Zero swings, he hits, he blasts it outta the ballpark. To help him with his game-ending Uppercut, get in close to an attacker and hit Toward, Down, Toward, and Button A.

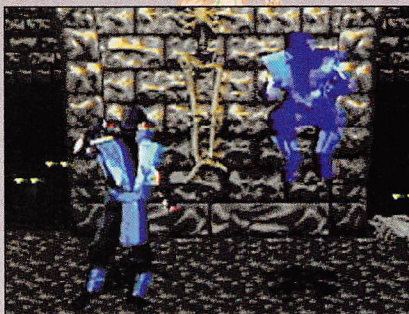
Wind Chill Factor



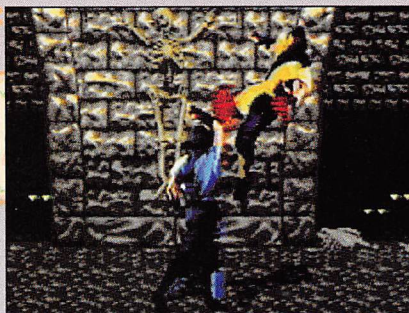
1. To begin, knock Sub-Zero's opponent off their feet with a Sweep.



2. As Sub's attacker tries to stand, tag 'em with an Uppercut.

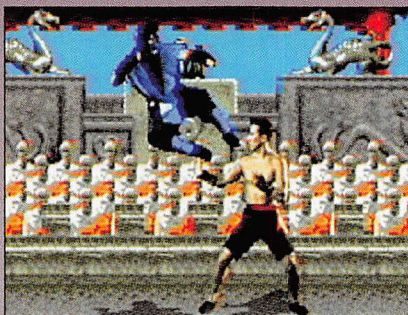


3. Stop 'em dead in their tracks with the Freeze.



4. Then, just in case they missed it the first time, have SZ give them a rerun of the Uppercut.

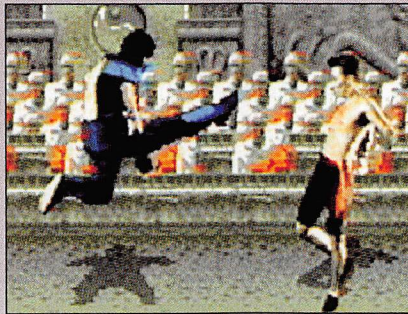
Step, Step, Slide



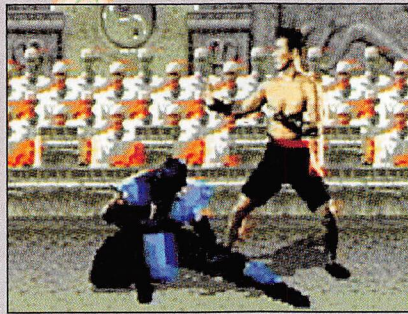
1. Get Sub-Zero off to a great start with an Air Kick.



2. Then, slip him into a quick Slide.



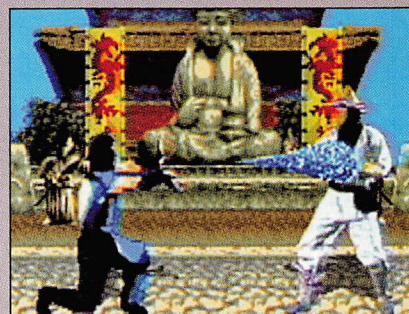
3. Move SZ in close for a Jumping Kick.



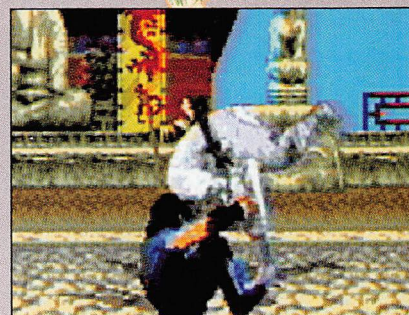
4. Then, conclude this Sub-Zero combo with another Slide.

Killer Kombos Genesis

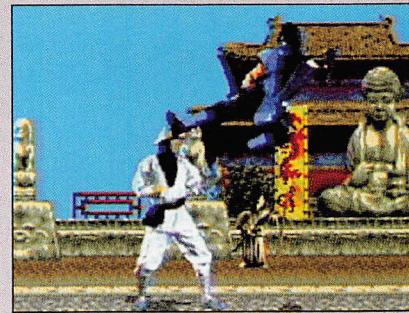
Put 'Em on Ice



1. Have Sub-Zero cool things down with a Freeze.



2. Then, Throw the frozen carcass of Sub's attacker across the screen.



3. Conclude this frosty combo with a diagonal Air Kick.



Killer Kombos Genesis

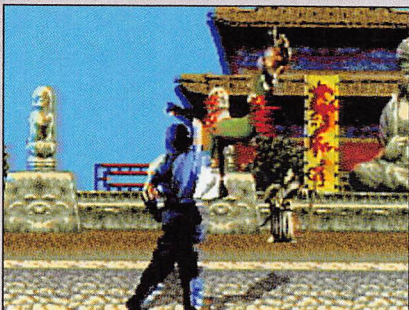
No Doze



1. Keep Sub-Zero's foes on their toes with a quick Air Kick. Then, back Sub up and come in one more time with a second Air Kick.



3. Next, have Sub give 'em the cold shoulder with the Freeze.



4. Finally, show 'em the door with the Uppercut.

SUB-ZERO

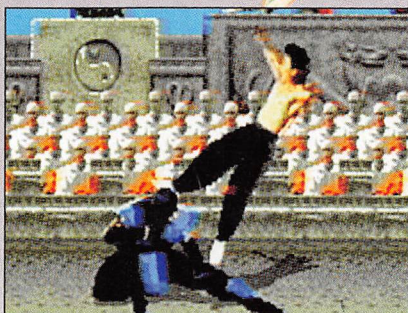
Deep Freeze



1. Set the air conditioning to chill and have SZ do the Freeze.



2. While Sub Zero's attacker is trying to warm up, nail 'em with an Uppercut.



3. Finally, Slide Sub Zero into something more comfortable, like his opponent.

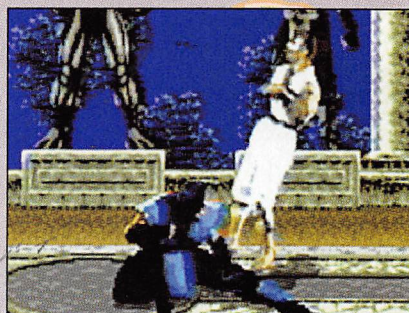
Next, Please



1. Can you say Freeze, as in Sub-Zero?



2. I knew you could. Now, have Sub leap in with two Air Kicks.



3. OK neighbor, finish off with the Sub-Zero Slide.

Do the Sub-Zero



1. When Sub-Zero's foe jumps straight up, give 'em two High Punches from below.



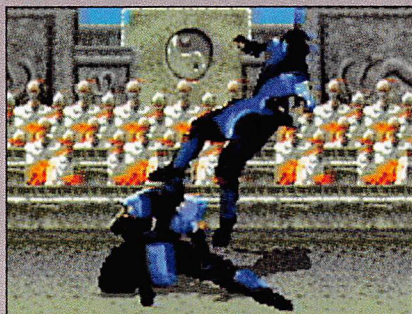
2. ...then Slide into them before they land.

Against Rayden



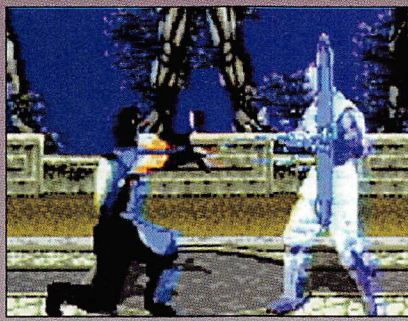
Block Rayden's Torpedo and then give him the deep Freeze. Once frozen, he's a sitting duck for just about any move.

Against Sub-Zero



Slide into Sub-Zero (or anyone else's) Sweep, and they're flat on their...er...get the picture?

Against Kano



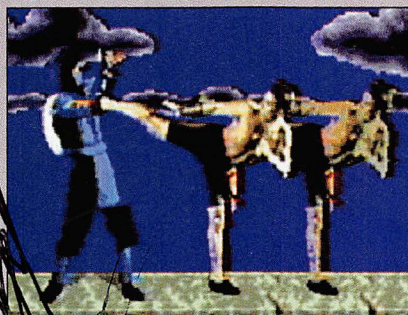
When Kano twirls in with his Cannonball, give him the Freeze.

Against Kang



Sub's best moves against Kang are the Throw, the Freeze, and the Uppercut. Mix it up with these moves and Kang's history.

Against Cage



When SZ goes head-to-head with Cage, he's got to Block the Shadow Kick and Freeze, then tag him with an Uppercut.

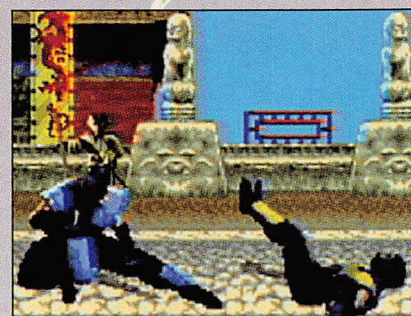


Against Sonya



Sonya's tough, but Sub-Zero can Freeze out any of her moves. Expect to take some heat from her Rings.

Against Scorpion



Three moves help Sub-Zero take the sting out of Scorpion's attack. Just remember to Slide plenty, leap in with Air Kicks, and Throw.



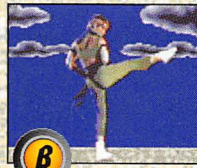
BASIC ATTACKS



PUNCH



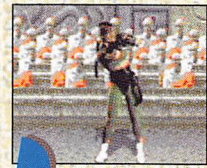
KICK



HIGH KICK



HIGH BLOCK



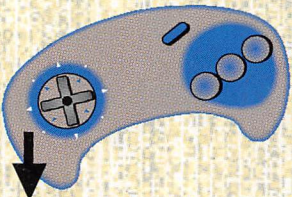
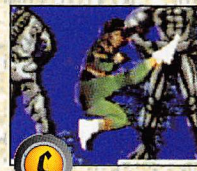
JUMPING PUNCH



JUMPING KICK



JUMPING KICK



UPPERCUT



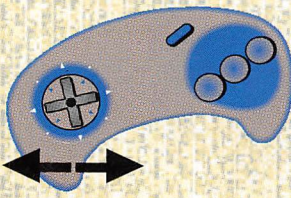
CROUCH KICK



CROUCH KICK



LOW BLOCK



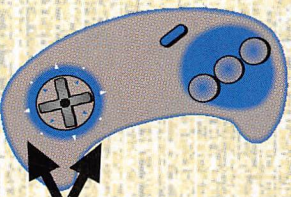
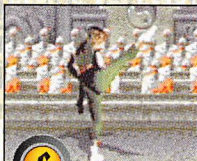
HIGH PUNCH



SWEEP



ROUNDHOUSE



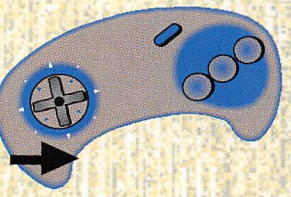
AIR PUNCH



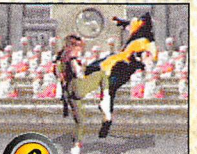
AIR KICK



AIR KICK



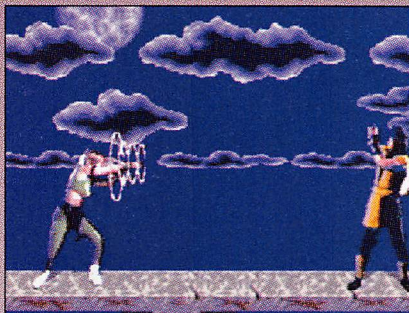
KNEE



SONYA

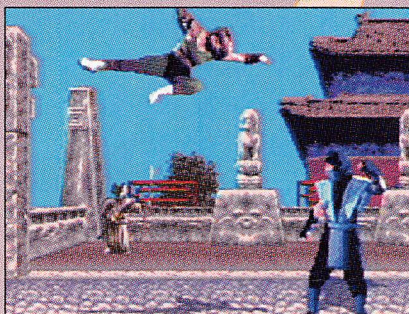
SONYA BLADE

Ring Toss



Sonya's favorite song is probably Ring of Fire by Johnny Cash. To sing along, hold Button A and tap Away.

Square Wave Flight



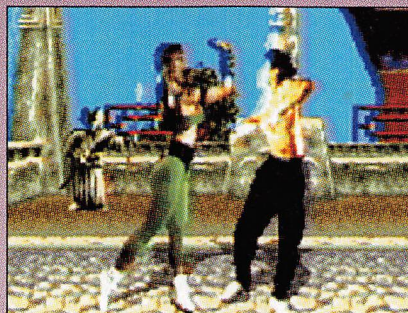
Nope, it's not a new surfing sensation. It's Sonya, pulling off her Square Wave Flight. To ride the wave, tap Toward, Away, and Button A.

Scissor Grab



Physical fitness isn't just for Mortal Kombat-ants. This public service message has been brought to you by Sonya Blade. Push Down and Buttons A and B simultaneously.

Head Blow



When the going gets tough, Sonya gets tougher. When an attacker gets too close, tap Button A to show 'em Sonya means business.

Throw

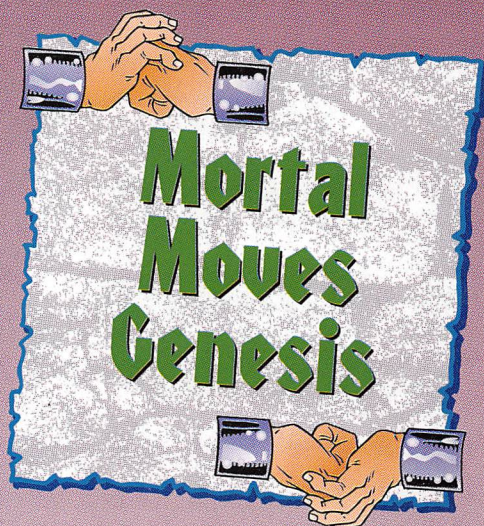


Sonya likes to do a little weight lifting to keep in shape. Move in close, tap Button C, and she'll prove just how strong she really is.

Finishing Move



When Sonya shows her affection for her enemies by blowing them a kiss, get out the marshmallows 'cause it's roasting time. To sing around the campfire with Sonya, tap Toward, Toward, Away, Away, and Start.



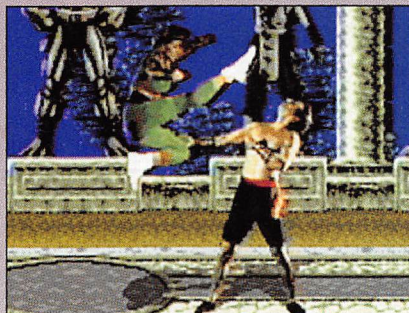
Killer Kombos Genesis

SONYA BLADE

Deja Vu



1. Take Sonya in and tag her attacker with three consecutive Jumping Punches.

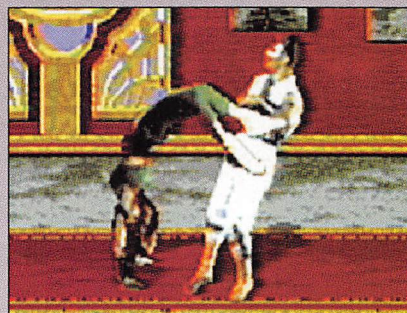


2. Just as Sonya's opponent starts to recover, nail 'em with a Jumping Kick.

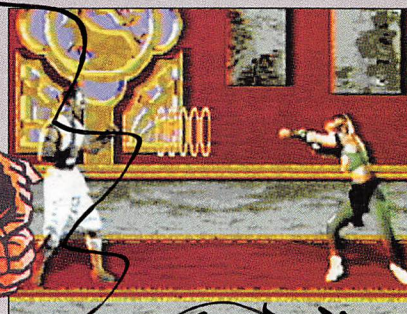
Don't Back Down



1. When Sonya gets cornered, have her jump over her opponent with a Jumping Kick.



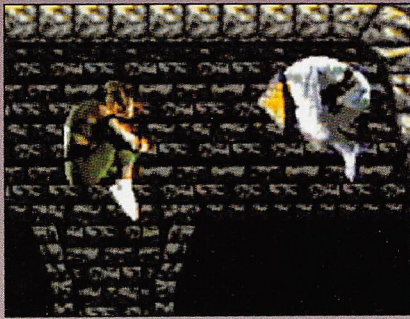
2. Then, shear her foe with a Scissor Grab.



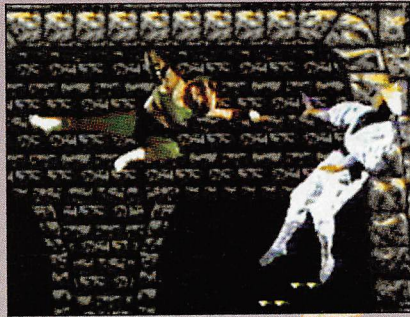
3. Finally, toss 'em a few Rings.



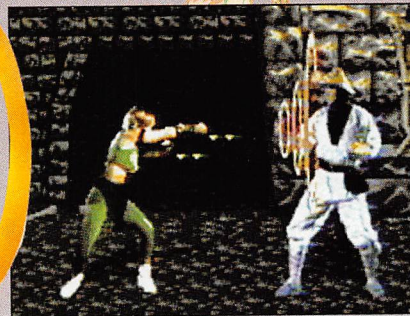
Trick or Treat



1. Sucker Sonya's opponent into leaping Toward her by having her jump Away.



2. When they come after her, let loose with a Square Wave Flight.



3. Finally, makē Sonya's attacker feel really foolish by throwing a Ring Toss.

Ring Around the Collar



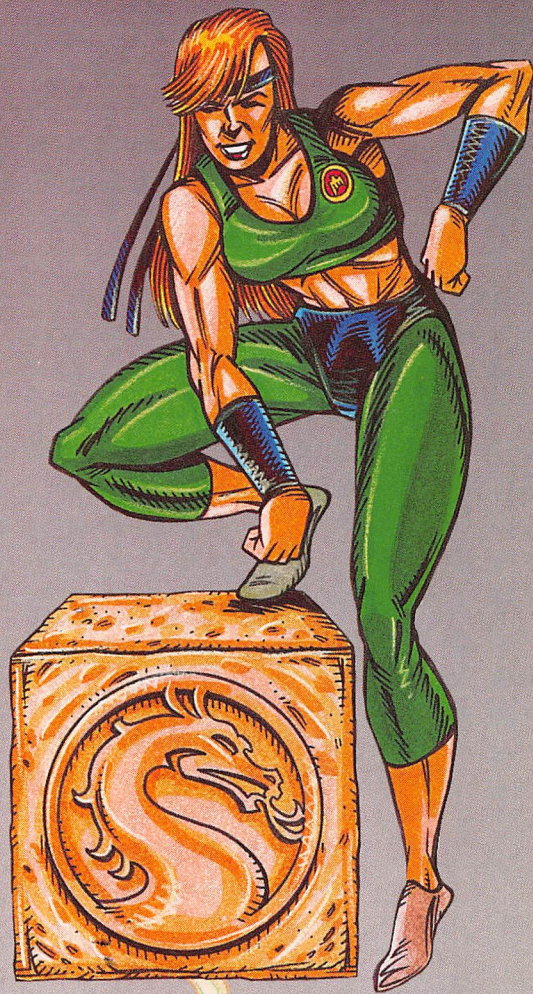
1. Sonya doesn't have any problem Sweeping 'em off their feet.



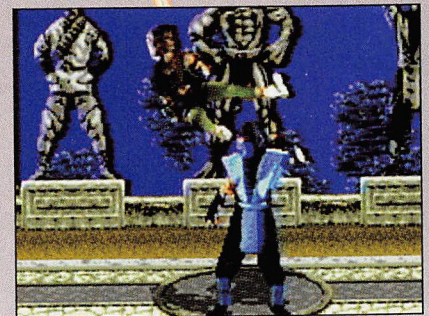
2. Then, give her attacker an affectionate Uppercut.



3. Just to let 'em know Sonya really cares, give them a good Ring Toss as a going away gift.



Just What the Doctor Ordered

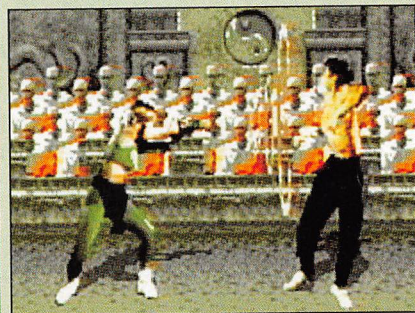


1. Prescribe two Air Kicks for Sonya's attackers.

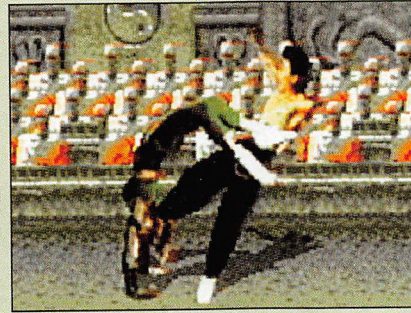


2. Then, give them two Jumping Punches and tell them to call her in the morning.

Air Sonya



1. Help Sonya send her foe into orbit with a Ring Toss.



2. Before they hit the decks, snag 'em with a Scissor Grab.

Play Tips Genesis

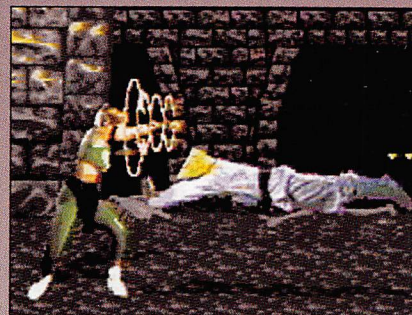
SONYA BLADE

Against Kang



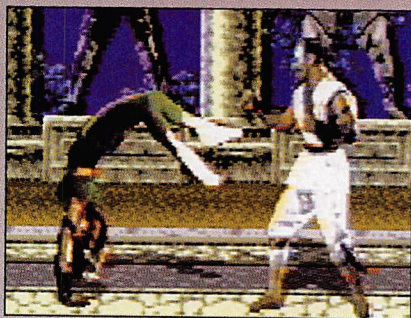
As Kang goes soaring by with a Flying Kick, snap him out of the sky with Sonya's Scissor Grab.

Against Rayden



If Rayden starts his Torpedo from the other side of the screen...counter with the Ring Toss.

Against Kano



Move Sonya in close to Kano and snip him with the Scissor Grab. If the Scissors miss the first time, repeat immediately - Sonya'll be in close enough to really go for it.

Against Sonya



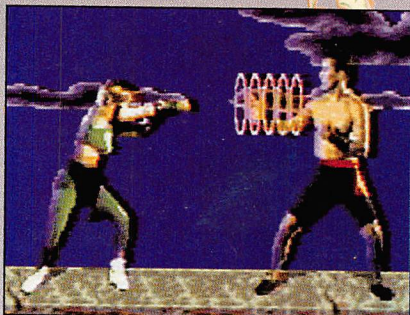
Against Sonya's alter ego, beware of the Square Wave. If she attempts it, cut her down with the Scissor Grab.

Against Sub-Zero



To avoid the Freeze, Sonya should come in with plenty of Air Kicks. If Sub moves in close, she can shear him with the Scissor Grab.

Against Cage

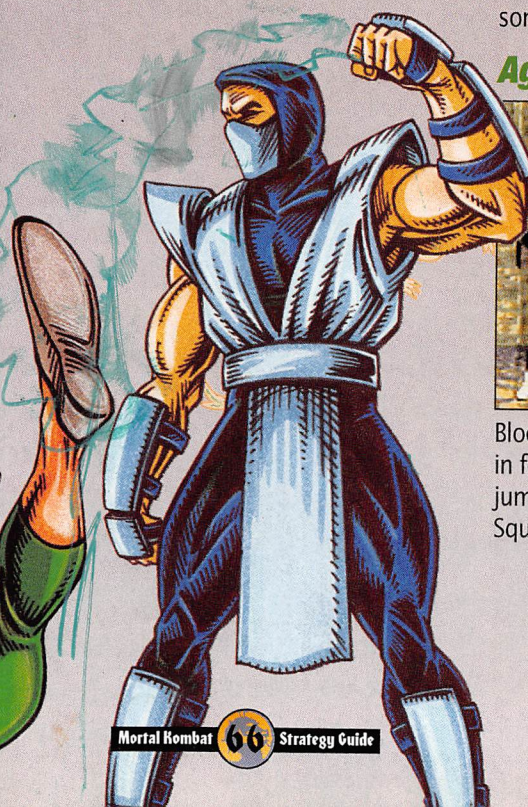


Sonya can dazzle Johnny with Rings, Rings, and more Rings. She can toss them off faster than Cage can do his Green Flame.

Against Scorpion



Block Scorpion's Harpoon and sucker him in for the kill. Jump back and as Scorpion jumps forward, annihilate him with a Square Wave.



SUPER NES

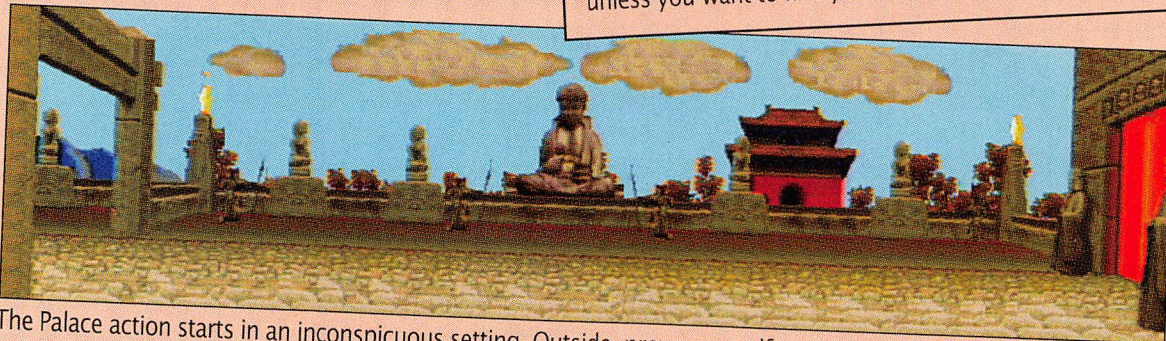




Bonus Maps SNES



The Palace Gates



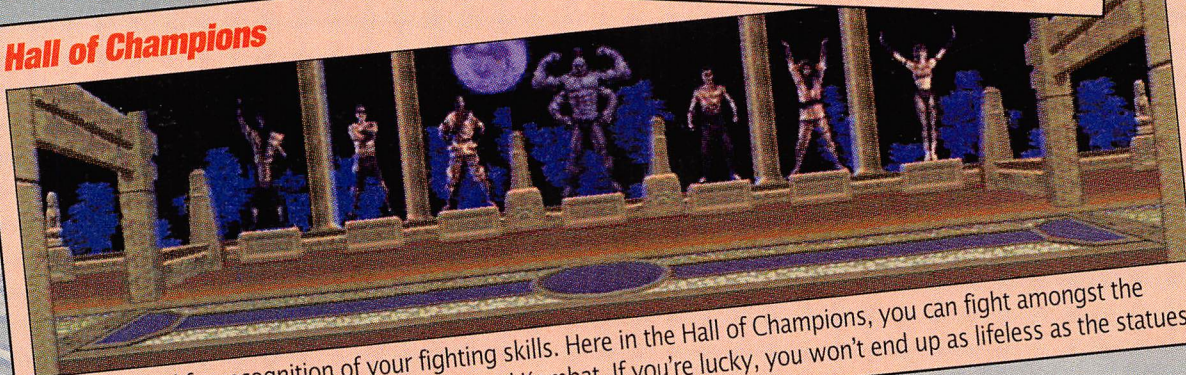
The Palace action starts in an inconspicuous setting. Outside, prove yourself as a Kombatant, or you might as well pack your things and hitch-hike back to whatever hole you crawled out of.

The Courtyard



So, you're inside! Don't get cocky. The tournament is just beginning. The eyes of hundreds of monks are on you, and they don't expect you to win. Don't get backed up against the doors to the Palace... unless you want to find yourself on the outside again.

Hall of Champions



You've longed for recognition of your fighting skills. Here in the Hall of Champions, you can fight amongst the statues of those worthy to be called into Mortal Kombat. If you're lucky, you won't end up as lifeless as the statues.

Wood



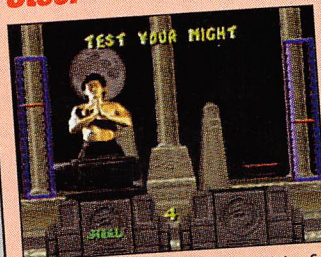
To prove yourself, you must pass the tests of Wood, Steel, Stone, Ruby and Diamond. Wood proves to be the easiest for those whose hands are calloused from battle.

Stone



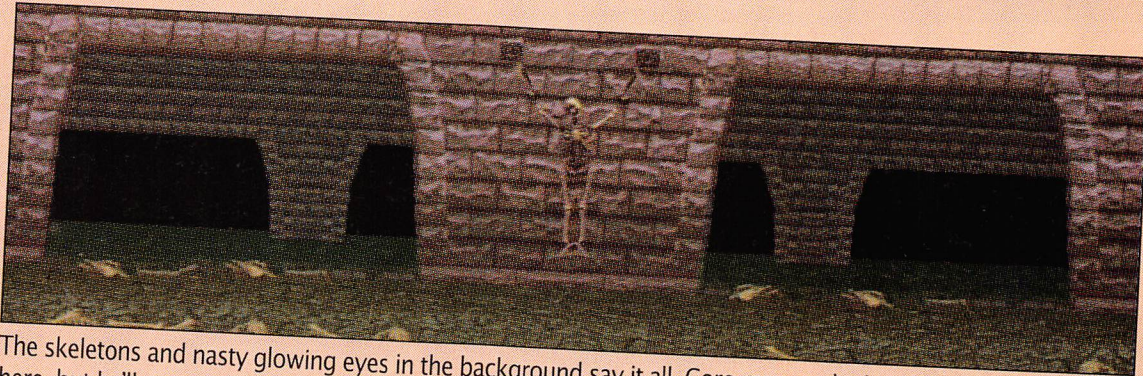
Stone is only solid to those whose concentration is unfocused. For those that have sold their soul in battle to Shang Tsung, stone is as solid as water.

Steel



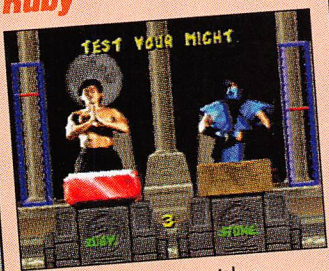
It's been said that the cold of steel can be melted with the fire of fury. Those who've battled to this point should know that fire well.

Goro's Lair



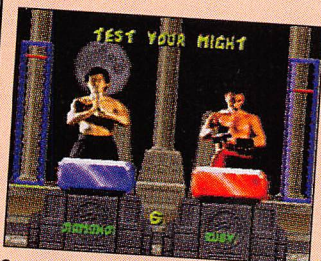
The skeletons and nasty glowing eyes in the background say it all. Goro may not be home when you fight here, but he'll return. So, get your butt in gear, start fighting, and pray that your match ends early!

Ruby



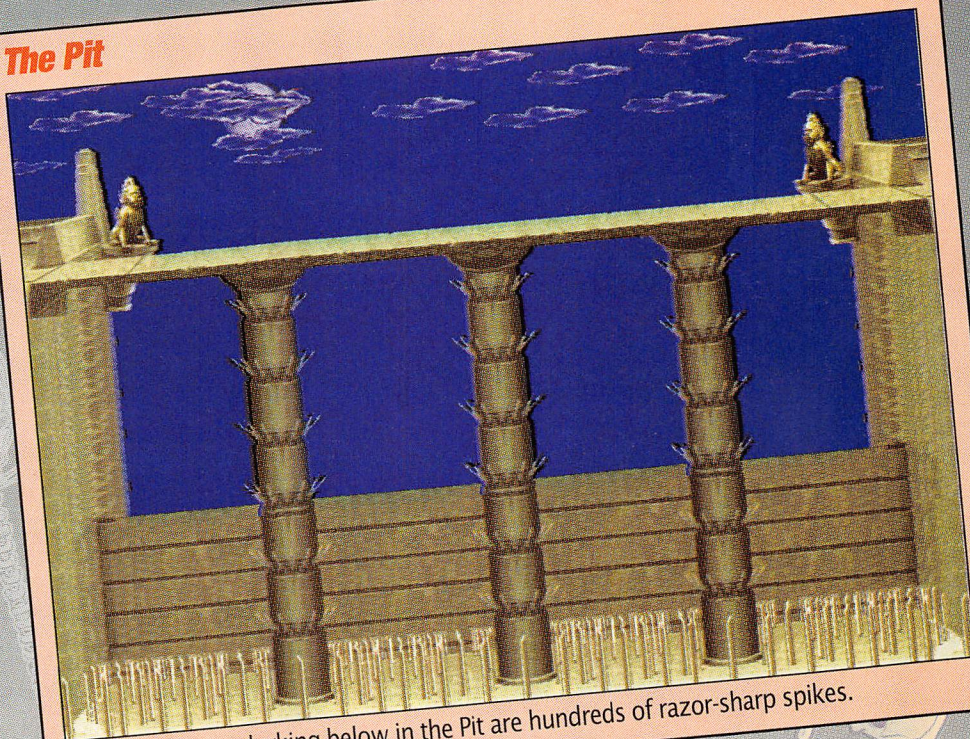
A precious stone with a resistance to most elements, the Ruby bonus stage is only for those who can withstand the pain of fighting with hands full of broken bones.

Diamond



Second in coldness only to Shang Tsung's heart, the Diamond Stage is very hard. Whatever you break from this magnificent stone is yours to keep forever...if you live that long.

The Pit



Don't look down, lurking below in the Pit are hundreds of razor-sharp spikes.

Inside Shang Tsung's Palace



Under the watchful glare of Shang Tsung, you battle to the death for his amusement. Bite your tongue, warrior, you'll learn soon enough of the Master's power.

BASIC ATTACKS



RICK



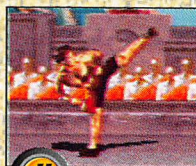
A

PUNCH



B

HIGH KICK



X

HIGH PUNCH



Y

HIGH BLOCK



LEFT

RIGHT



AIR RICK



A

AIR PUNCH



B

AIR KICK

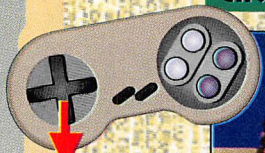


X

AIR PUNCH



Y

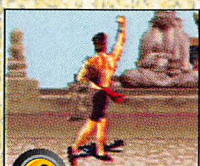


CROUCH RICK



A

UPPERCUT



B

CROUCH KICK



X

UPPERCUT



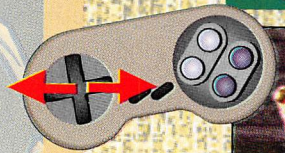
Y

LOW BLOCK



LEFT

RIGHT



SWEEP



A

PUNCH



B

ROUNDHOUSE



X

HIGH PUNCH



Y

HIGH BLOCK



LEFT

RIGHT



JUMPING RICK



A

JUMPING PUNCH



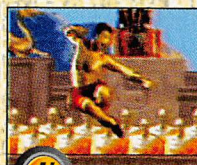
B

JUMPING KICK

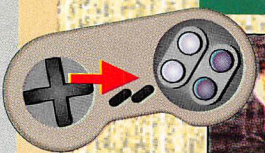


X

JUMPING PUNCH



Y



KNEE



A



JOHNNY CAGE

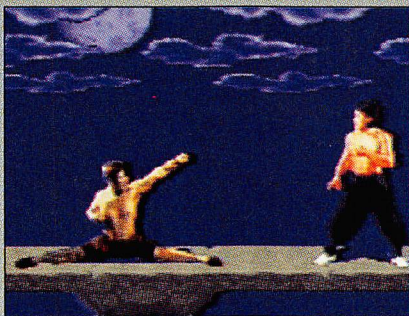
JOHNNY CAGE

Green Flame

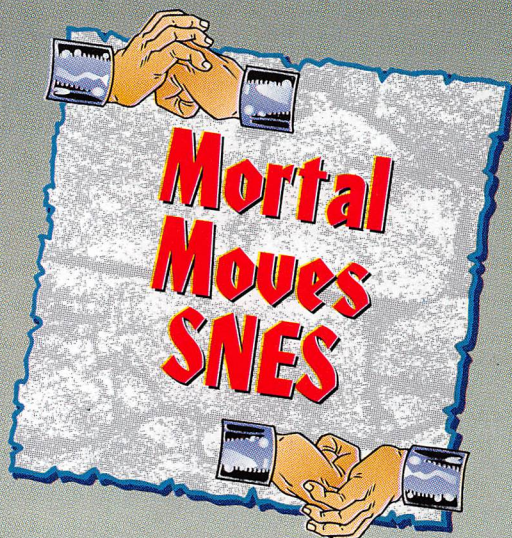


A side order of toast comes with the scorching move Johnny throws at oncoming attackers. Make Johnny move away from his opponent, then move Away, Toward and hit Button B.

Split Punch



Johnny goes low with the blow. To throw his Split Punch, simultaneously press Button B and the R trigger. Ouch! Package check!

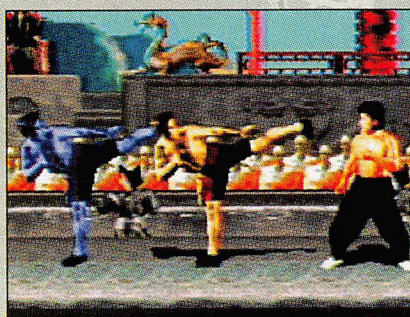


Head Blow



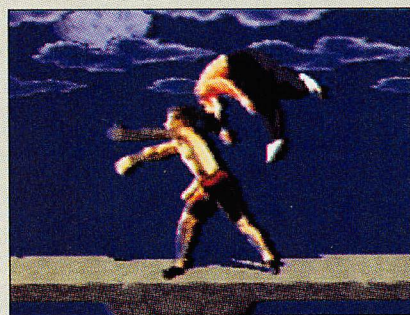
Johnny really puts some elbow grease into this move. When he's in close to an opponent, press Button Y to deliver a stunning head shot.

Shadow Kick



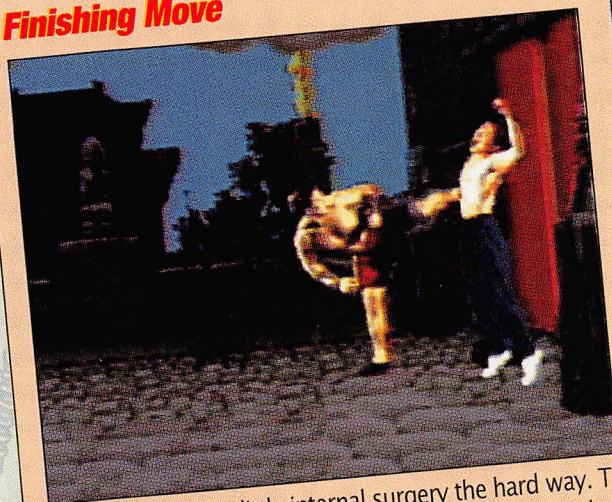
Johnny doubles up the pain with his Cage-cloning kick. To execute the kick, back Johnny Away from his opponent, then move Toward and press Button A.

Throw



Johnny takes opponents up and over with his Throw. Simply move in close and press Button B.

Finishing Move



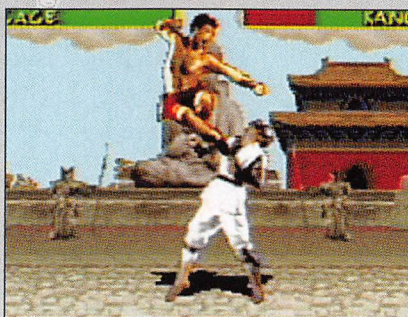
Johnny performs a little internal surgery the hard way. To put a foot through the midsection of his attacker, push Toward the opponent three times and then press Button Y.

JOHNNY CAGE

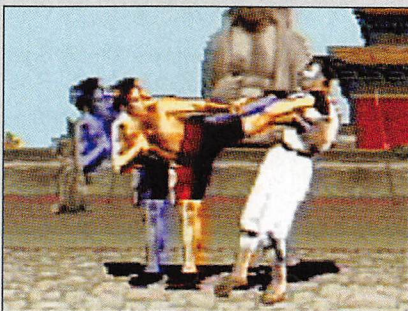
Killer Kombos SNES



Too Hop to Handle

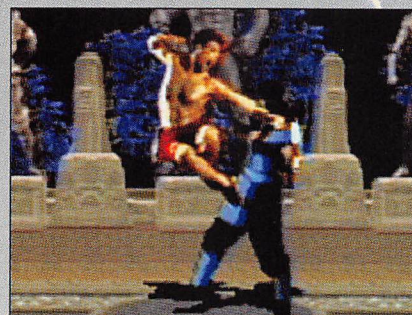


1. Hop on it by going diagonally Toward Cage's opponent and hitting Button B to punch (called Hop Punches).



2. As soon as Cage lands after the second punch, make it count with a Shadow Kick.

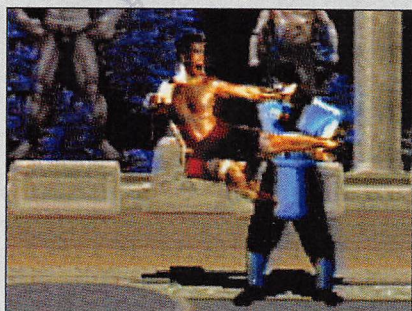
Flame 'n Glory



1. One more time, start by moving Cage diagonally Toward his opponent, and then hit Button B to Hop Punch.



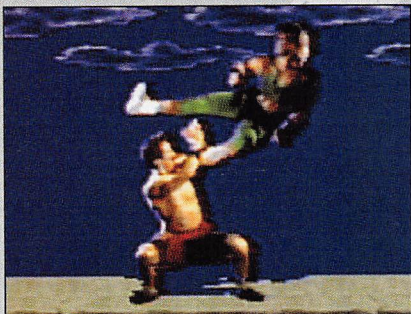
2. This time, follow up the second punch with the Green Flame.



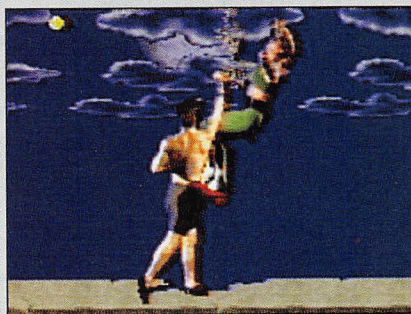
3. Extinguish the Green Flame by jumping Toward Cage's foe and tapping Button A to Kick.



An Uppercut Above the Rest

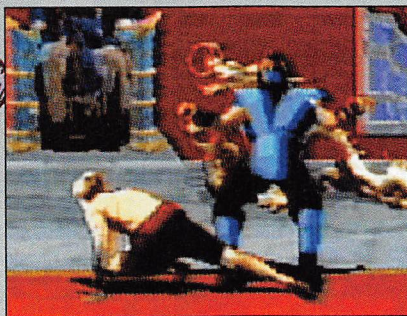


1. When an opponent jumps in with an Air Kick, crouch and Block low.



2. As soon as the opponent hits Cage's block they'll bounce back a little. Immediately let fly with an Uppercut.

Out from Under



1. Let Cage connect with a Sweep (he has to be close to his attacker).



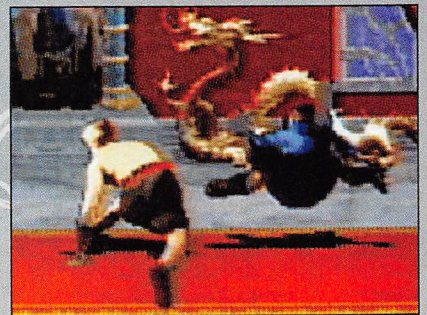
2. Follow immediately with an Uppercut.



3. Before Cage's foe lands, make 'em see stars with a Shadow Kick.



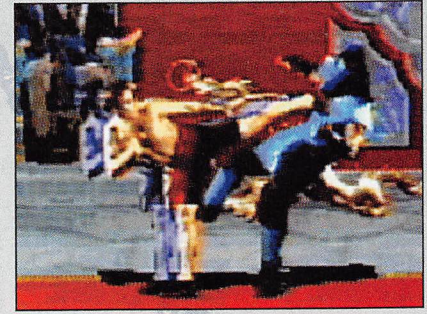
Out from Under, Part Deux



1. Do it to 'em one more time, except try to get Cage to land an extra hit in between moves. Cage doesn't need to be as close to his opponent as before. Start it off with a Sweep.



2. Then jump Toward and Kick.



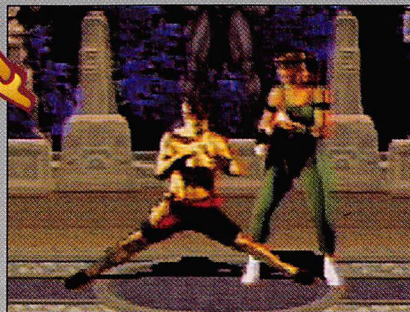
3. When Cage lands, slip into the Shadow Kick.

Play Tips SNES

JOHNNY

CAGE

Against Sonya



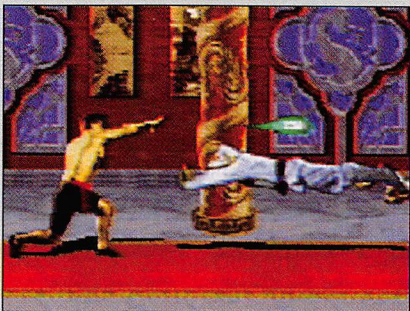
Johnny's Split Punch doesn't work against Sonya Blade. Instead, try a Green Flame followed up with an Air Kick.

Against Scorpion



Cage's Shadow Kick doesn't reach across the entire screen, so it'll only work when he's close in to his foe. If Scorpion Blocks, try to immediately knock him over with a Sweep. If the Sweep misses, get ready to Block the Harpoon that's probably heading in Cage's direction.

Against Rayden



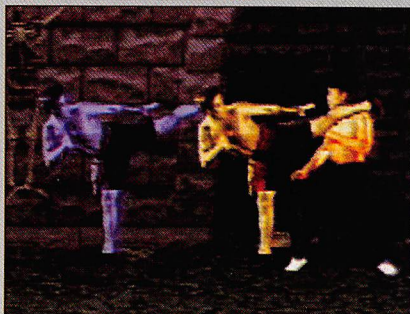
The Green Flame sizzles from afar. Use it repeatedly after nailing Rayden with an Uppercut. Psst...The Green Flame knocks out Rayden's Lightning.

Against Sub-Zero



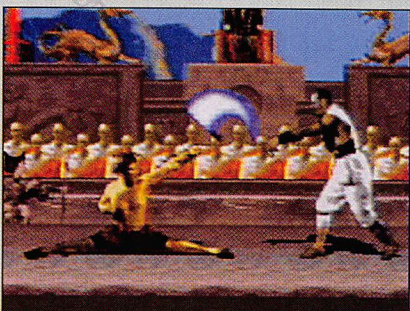
Sub-Zero's Freeze can really put the chill on Cage's Green Flame, so less Green Flame is better against SZ. Instead, try to warm things up against old Frosty by coming in with Air Kicks and Punches. When all else fails, Sweep him off his feet.

Against Liu Kang



Liu gets pretty cocky, but a Green Flame followed by a Shadow Kick, then rounded off with a Sweep'll give him something to think about.

Against Kano



Keep Cage low and watch for Kano's deadly Knife. Try to sneak in close with a Shadow Kick and then crouch and deliver an Uppercut before Kano can react.

BASIC ATTACKS

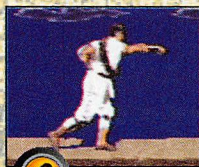


KICK



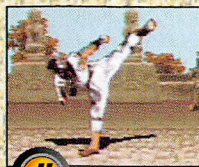
A

PUNCH



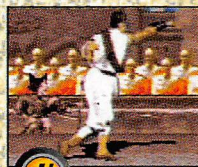
B

HIGH KICK



X

HIGH PUNCH



Y

HIGH BLOCK



LEFT RIGHT



AIR KICK



A

AIR PUNCH



B

AIR KICK

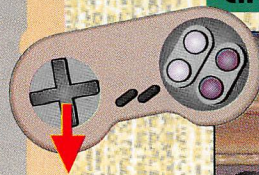


X

AIR PUNCH



Y

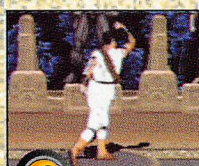


CROUCH KICK



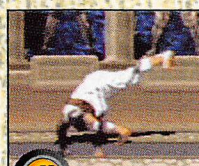
A

UPPERCUT



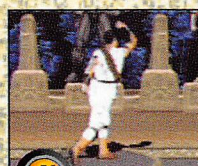
B

CROUCH KICK



X

UPPERCUT

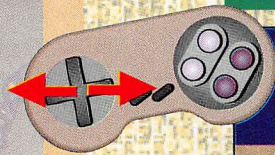


Y

LOW BLOCK



LEFT RIGHT

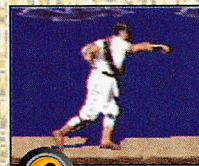


SWEEP



A

PUNCH



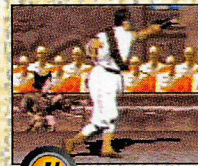
B

ROUNDHOUSE



X

HIGH PUNCH



Y

HIGH BLOCK



LEFT RIGHT



JUMPING KICK



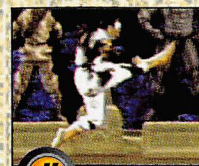
A

JUMPING PUNCH



B

JUMPING KICK



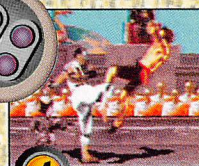
X

JUMPING PUNCH



Y

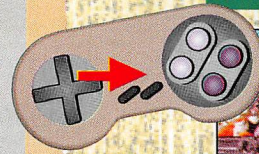
KNEE



A

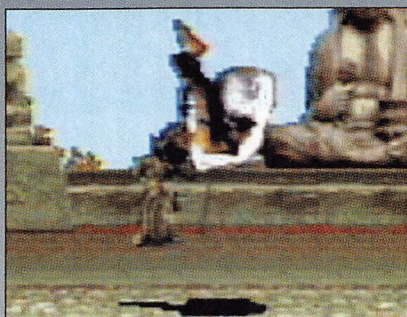


KANO



Mortal Moves SNES

Cannonball



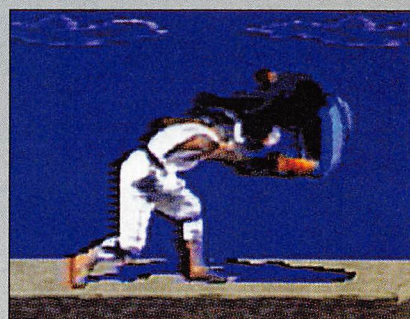
Kano gathers all his strength into one furious ball of fury as he spins at chest height and flies into an opponent. To execute his roll move, hold Button R and press Toward, Down, Away, Up and Toward (make a full circle on the pad).

Head Blow



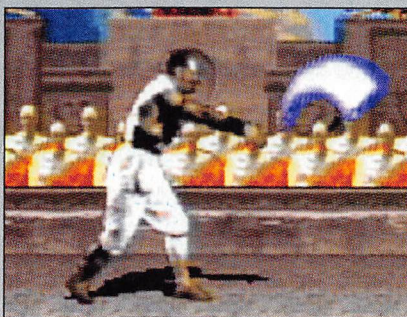
Kano delivers a metal message when he slams his head into an opponent. To make his foe's head swim, move Kano in close to his attacker and press Button Y.

Throw



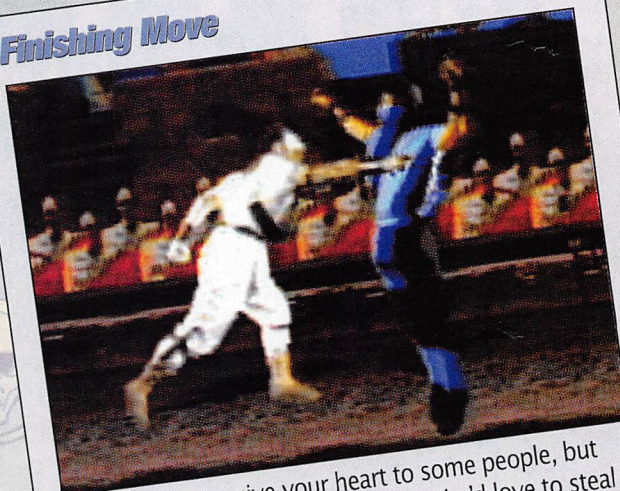
Kano doesn't like unexpected company. To throw attackers that invade his space, have Kano get up close and personal, then press Button B.

Knife



It's apparent that Kano loves metal (just look at his head). He's also got a knife that he tosses at his attackers. To fling his blade, press and hold Button R and move Kano Away from his opponent, then press Toward.

Finishing Move



It's instinctive to give your heart to some people, but Kano isn't one of them. Nonetheless, he'd love to steal someone's heart, and he can do it by pressing Away, Down, Toward, then Button B.

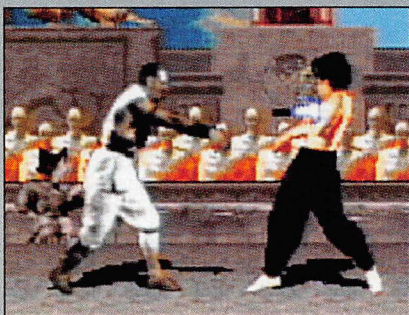
K
A
N
O



Have a Knife Day

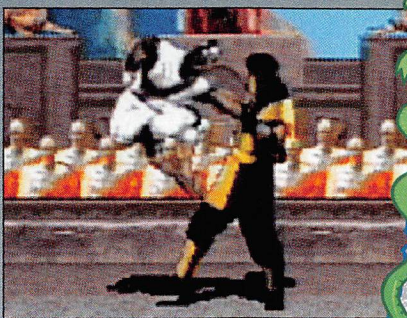


1. Begin the action with two Hop Punches (push diagonally Toward and hit with the Punch button).



2. After landing from the second punch, drive home the point with the Knife.

Punch and Roll



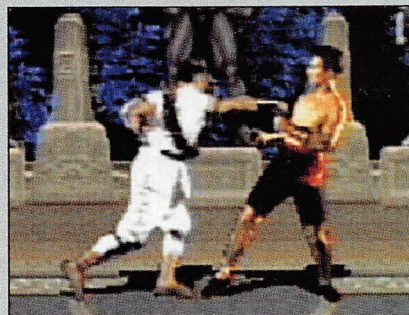
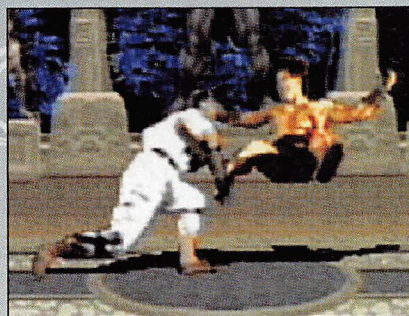
1. Kano starts this one off with two consecutive Hop Punches.



2. After landing from the second Punch, flip into a Cannonball.

Killer Kombos SNES

Genghis Kano



1. Put Kano into the thick of things with either a Throw or a Hop Punch.

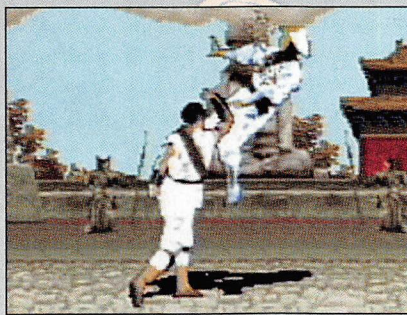


2. As he hits the ground, follow up with a Cannonball.

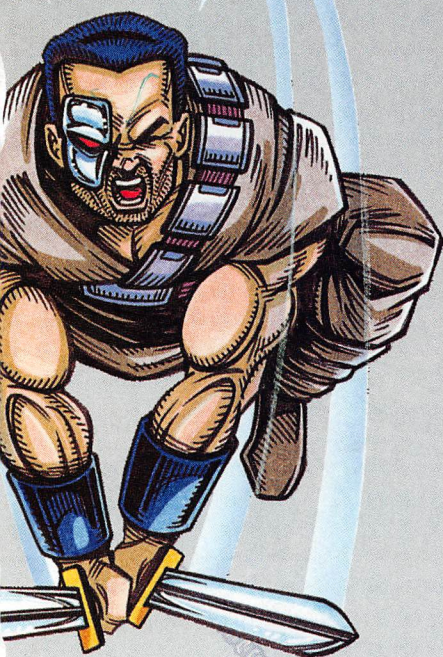
Kano Kuts Low



1. When an opponent comes in with an Air Kick, have Kano crouch and Block low.

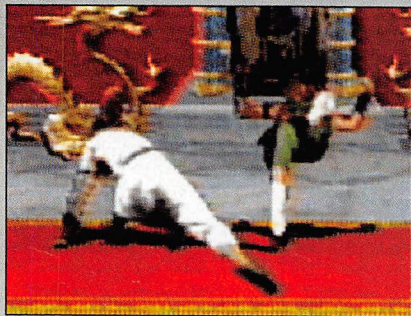


2. The second they connect with the Block, have Kano peg 'em with an Uppercut.



Killer Kombos SNES

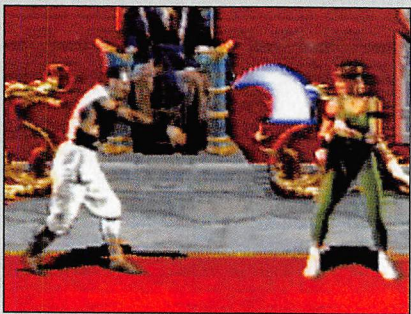
Knife to See You Again



1. When Kano's in close, trip up his attacker with a Sweep.



2. While they're off balance, hit 'em with an Uppercut.



3. For a final deadly surprise, start the motion for Kano's Knife before his attacker even hits the ground.

If Anyone Kan Do It, Kano Kan



1. One more time, when Kano's in close, start off with the Sweep.



2. Follow the Sweep with an Uppercut.



3. Before the opponent can recover, hit 'em with an Air Kick.



4. When you land after the Air Kick, whirl into a Cannonball.



Against Sonya



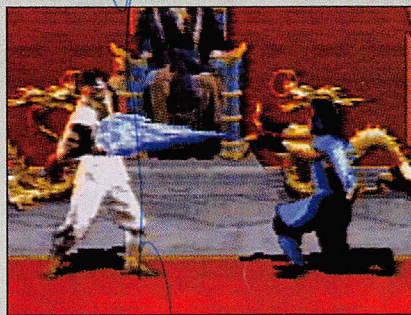
Kano's Cannonball wreaks havoc, but it's easy to Block. If the move is Blocked, try to jump over the foe and attack from the opposite side. Watch out for Sonya's Ring Toss.

Against Scorpion



Scorpion's gonna try to pierce Kano's hide with his Harpoon. Block, and then whip directly into a Cannonball for a quick and deadly counter attack.

Against Sub-Zero



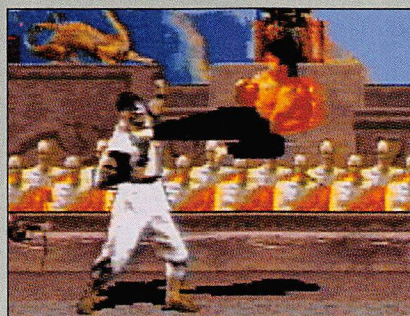
Counter the ice-man's Freeze with a Block and then quickly hit him with a Cannonball. If Mr. Zero Blocks, jump in with an Air Kick.

Against Rayden



Don't bother with the Knife or the Cannonball against Rayden. Kano's best bet against Ray-man are the basics: Air Kicks followed by Sweeps.

Against Liu Kang



Speed kills and Liu Kang's is impressive and deadly. Block his Flying Kick, then immediately toss the Knife. Then, quickly go into a Cannonball.

Against Johnny Cage



Cage wants a piece of Kano for his trophy shelf. When Johnny tries his Shadow Kick, Block Low and tag him with a Sweep. Keep Kano a good distance from Johnny to avoid the long range of the Split Punch.

Play Tips SNES

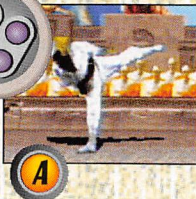
K A N O



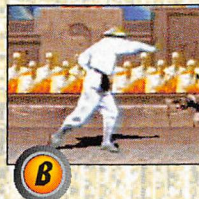
BASIC ATTACKS



KICK



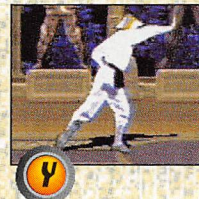
PUNCH



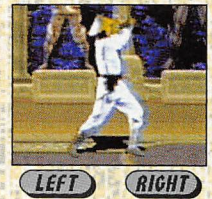
HIGH KICK



HIGH PUNCH



HIGH BLOCK



AIR KICK



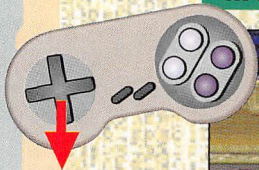
AIR PUNCH



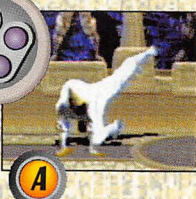
AIR KICK



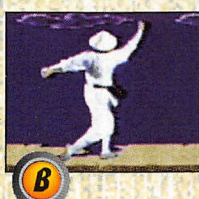
AIR PUNCH



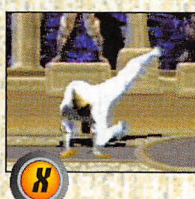
CROUCH KICK



UPPERCUT



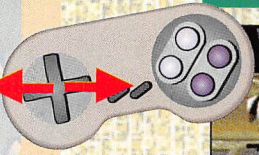
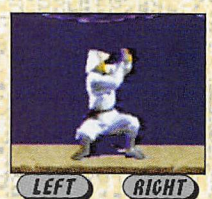
CROUCH KICK



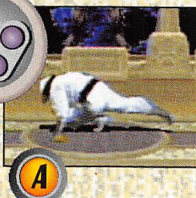
UPPERCUT



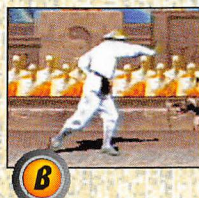
LOW BLOCK



SWEEP



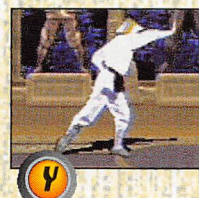
PUNCH



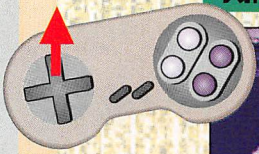
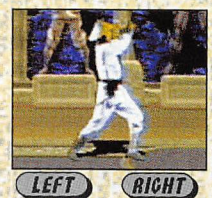
ROUNDHOUSE



HIGH PUNCH



HIGH BLOCK



JUMPING KICK



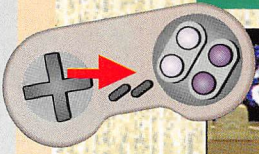
JUMPING PUNCH



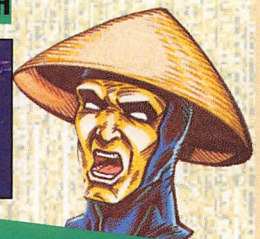
JUMPING KICK



JUMPING PUNCH



KNEE



RAYDEN

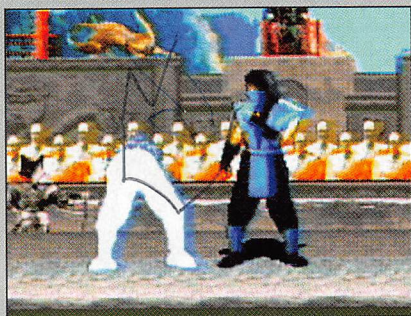
RAYDEN

Lightning Throw



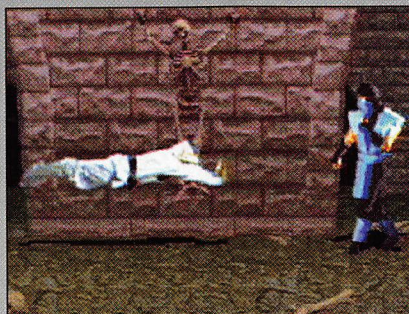
Fire some bolts with this Rayden specialty. Move the directional pad Away, Down, Toward, and then hit Button B.

Teleport



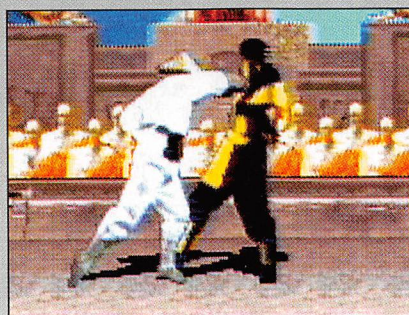
Now you see Rayden, now you don't. To make Rayden disappear from one side of his opponent, and reappear on the other, press Down, then Up on the control pad. This vanishing act is very effective for whacking an opponent with a surprise Uppercut.

Torpedo

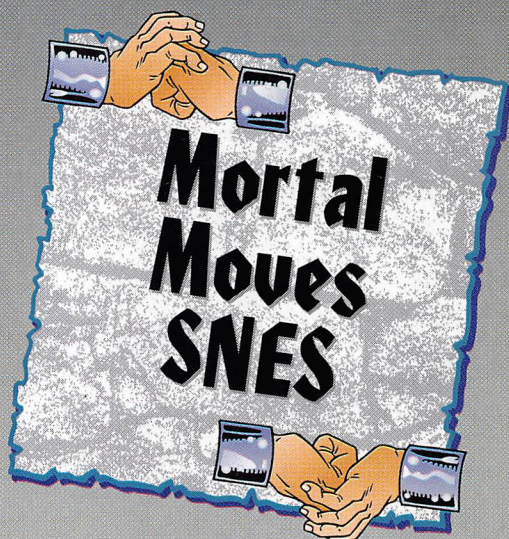


It's a bird, it's a plane...it's Rayden! To launch this massive missile attack, move Away from his opponent two times, then move Toward.

Head Blow



Rayden passes out headaches like politicians pass out favors. To start handing out migraines, move Rayden in close and press Button Y.

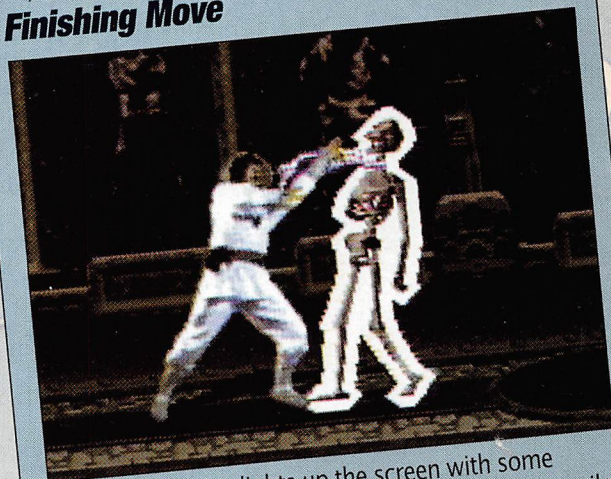


Throw



Rayden sends his love, and then sends his attacker after it. Move Rayden in close to his foe, and press Button B.

Finishing Move

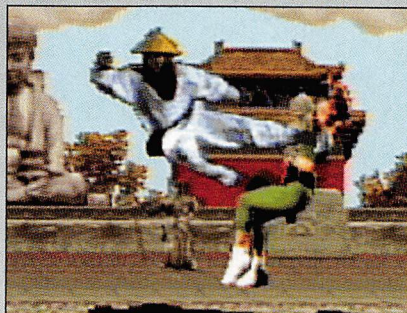


Watts up?!! Rayden lights up the screen with some serious voltage that electrocutes his enemies into a pile of dust. When the screen reads "Finish Him," move Rayden close to his opponent, then press Toward, Away, Away, Away, and Button Y. This move requires fast button-pressing and correct timing.

Killer Kombos SNES

RAYDEN

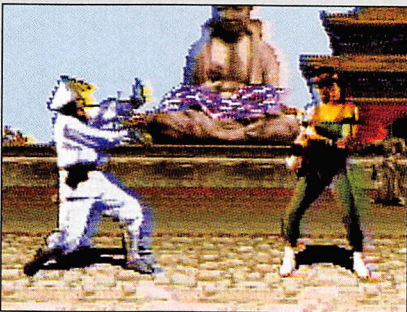
Jumpy



1. To begin this combo, jump in with an Air Kick.



2. As soon as you land, let fly with a Torpedo.



3. Close the combo with the Lightning Throw.

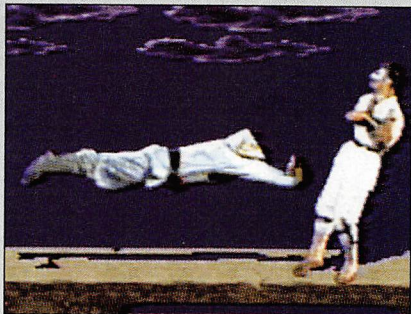
Roll Playing Game



1. When Kano tries to nail Rayden with his Cannonball, Block.



2. As he bounces back, move in close and High Punch him.



3. Finish the combo off with a Torpedo.

Punch 'n Fly



1. Let fly with two High Punches.

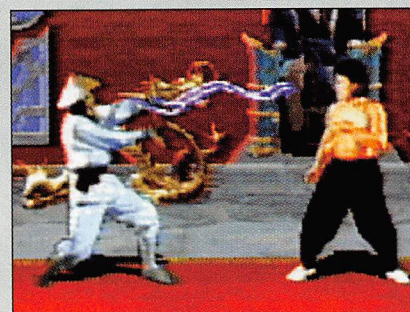


2. After the second High Punch hits, Teleport and land a third punch, preferably an Uppercut.

Makes Ya Wanna Jump, Jump



1. Jump straight up and hit Button A to kick.



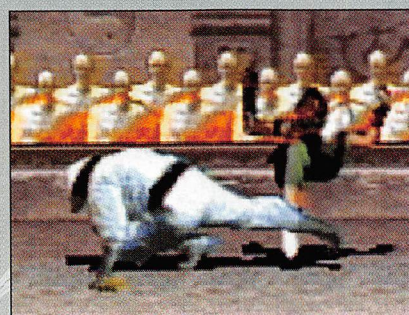
2. When you land, toss a Lightning Throw.

Hip Hop

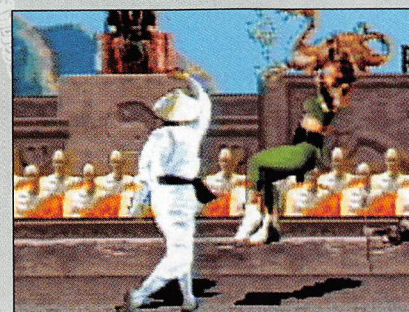


1. When Rayden gets close to an opponent, he can attempt a series of Hop Punches. To do the hip hop, simultaneously press Button A to Punch and diagonally up Toward an opponent. Repeat the move over and over, even if your opponent blocks.

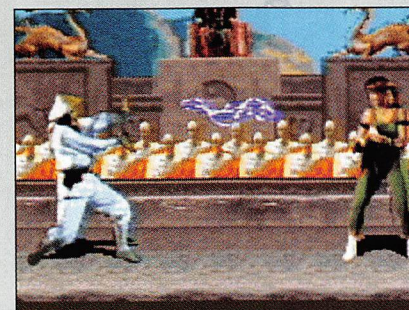
Some Kombos Come Cheap



1. Here's a standard combo that works every time. To begin, Sweep an opponent who's in too close.



2. Follow up with an Uppercut.



3. You can try to finish with another move, like the Lightning Throw or a Torpedo.

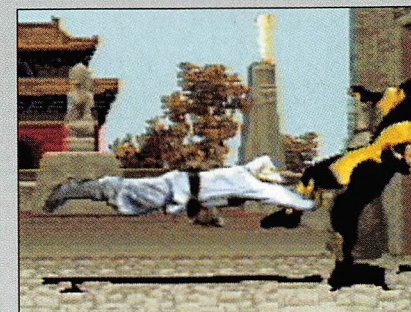
Quite a Challenge



1. This one takes some practice. To start off, come in with an Air Kick.



2. When the kick lands, move in for an Uppercut.



3. Before your opponent lands, soar into the Torpedo.

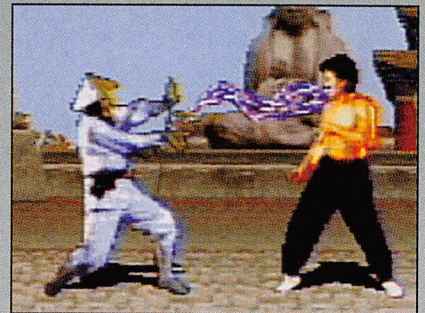


4. Finally, nail 'em with the Lightning Throw.

Play Tips SNES

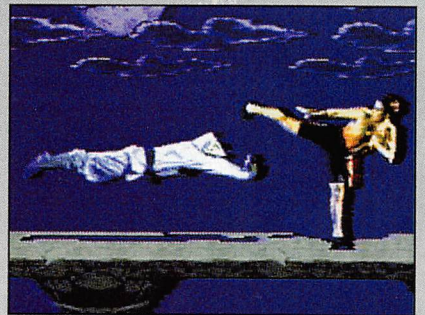
RAYDEN

Against Liu Kang



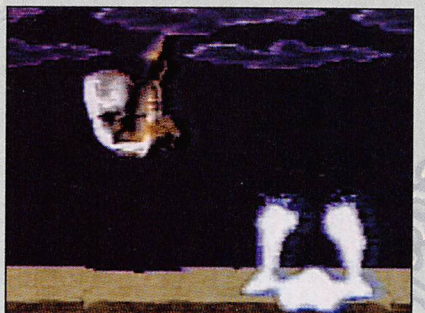
Rayden's Lightning Throw is a great cross-screen move. Stun 'em with an electrifying Lightning Throw and then pile on the damage with a Torpedo.

Against Johnny Cage



Pound Johnny repeatedly with the Torpedo to weaken his defenses. When he tries to Shadow Kick, Teleport and nail him from behind.

Against Kano



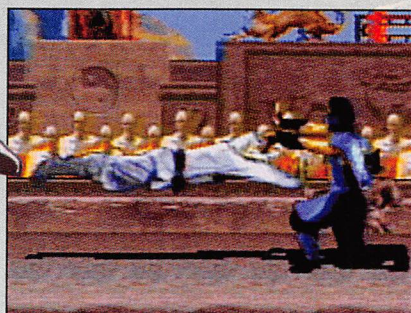
Lightning Throws are a good way to pester Kano from a safe distance. If he looks like he's gonna Cannonball though, quickly Teleport to safety.

Against Scorpion



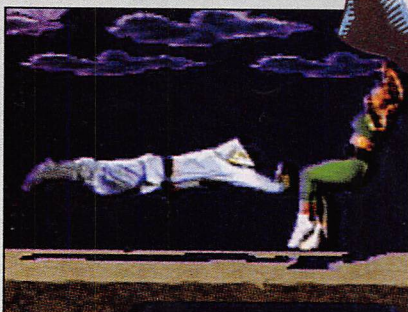
Rayden loves to beam across the screen and Teleporting can confuse the heck out of even the toughest attacker. Teleport and come out gunnin' with an Uppercut to stun 'em.

Against Sub-Zero



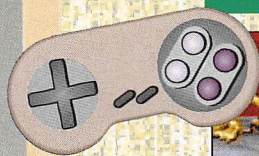
Watch out for Sub-Zero's Freeze. It can put a deadly chill on even the coolest Torpedo and it knocks down the Lightning Throw. The best counter is a Flying Kick followed by a Sweep. For the grand finale, Teleport and deliver a mind-numbing Uppercut.

Against Sonya



Rayden's Torpedo is a great off-the-mark move. Human opponents easily Block it, but when it's pulled just as the game starts, it usually catches the CPU off-guard.

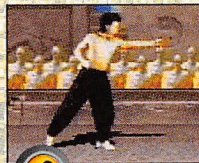
BASIC ATTACKS



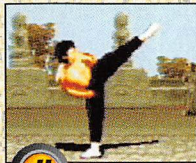
KICK



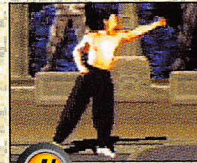
PUNCH



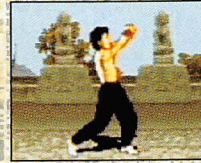
HIGH KICK



HIGH PUNCH



HIGH BLOCK



AIR KICK



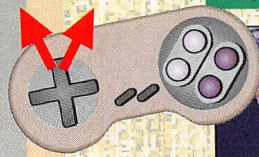
AIR PUNCH



AIR KICK



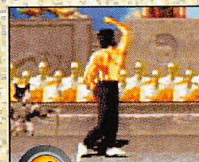
AIR PUNCH



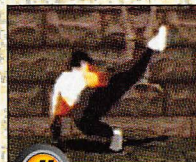
CROUCH KICK



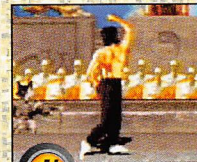
UPPERCUT



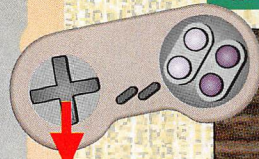
CROUCH KICK



UPPERCUT



LOW BLOCK



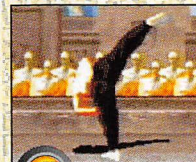
SWEEP



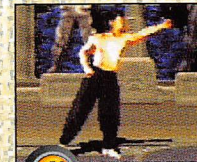
PUNCH



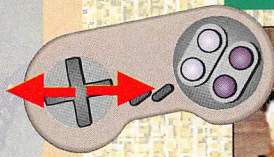
ROUNDHOUSE



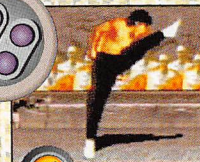
HIGH PUNCH



HIGH BLOCK



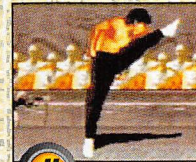
JUMPING KICK



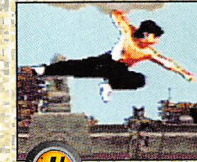
JUMPING PUNCH



JUMPING KICK



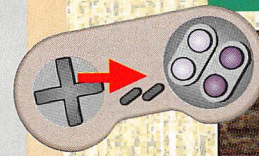
JUMPING PUNCH



KNEE



LIU KANG



Mortal Moves SNES

Fireball



Liu Kang loves to light up the screen with his Fireball. To execute the move, push Toward an opponent two times, and then hit Button Y.

Head Blow



Kombat Kung Fu comes home when Liu Kang delivers his backhand shot. To get slap happy, move Kang in close to his target, then hit Button Y.

Flying Kick



This potent podiatric punisher sends Liu Kang's foes flying backwards. To kick Kang into gear, press Toward an opponent two times, then press Button X.

Throw



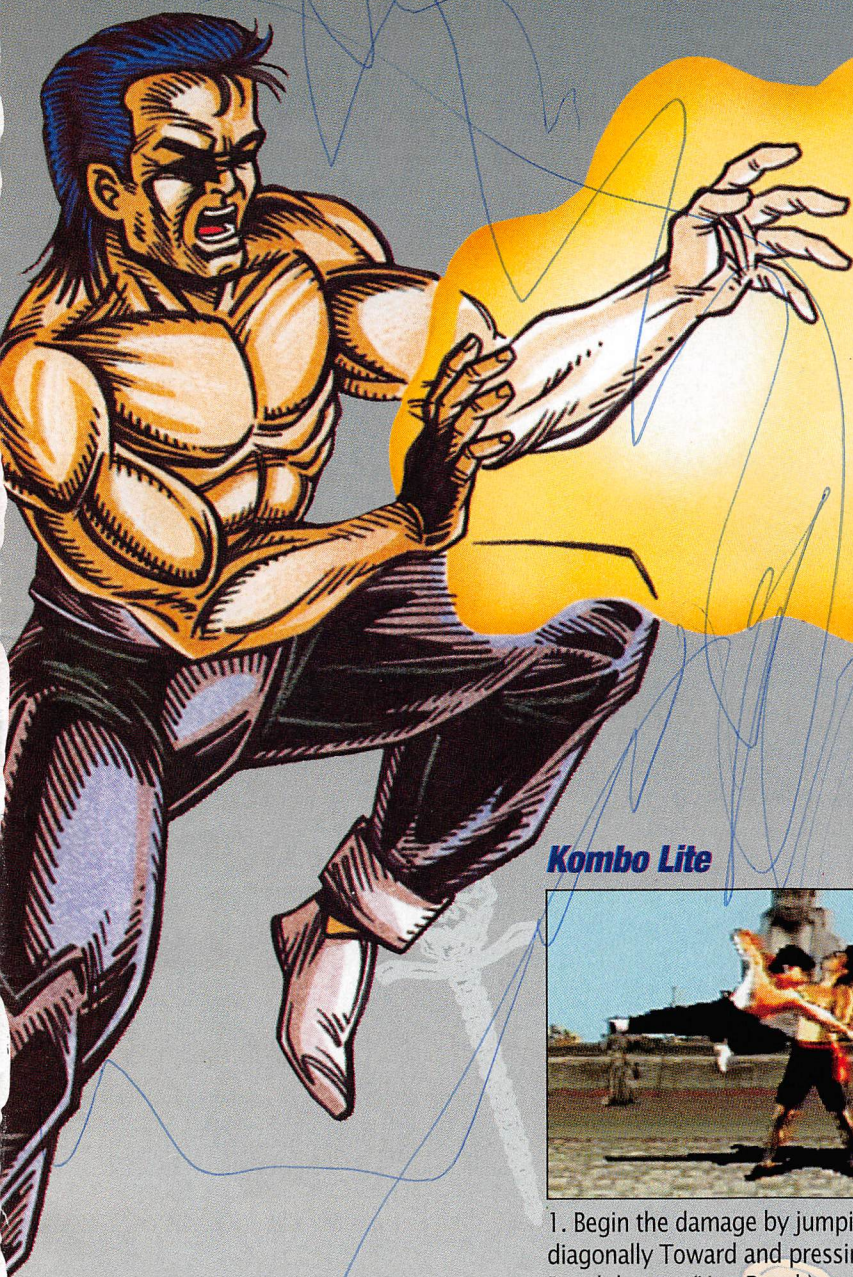
It's a toss up when Liu starts throwing bodies. While in close quarters, press Button B.

Finishing Move



Liu Kang's move is the least mortal of them all. He begins with a spin kick and follows up with a crushing Uppercut that sends his opponent flying offscreen. To finish off LK's attacker, hold the R trigger on the control pad, then press Toward, Down, Away, Up and Toward (make a full circle on the control pad).

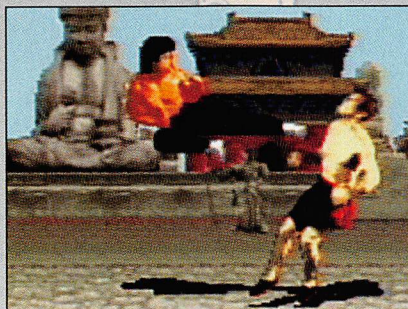
L
I
U
K
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Kombo Lite



1. Begin the damage by jumping diagonally Toward and pressing the Punch button (Hop Punch).



2. Follow up with a Flying Kick.

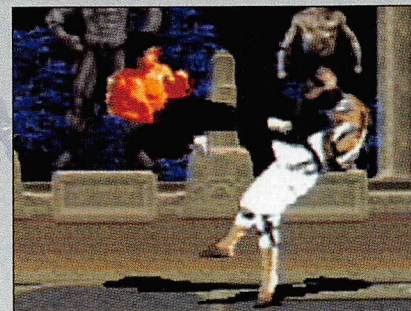
Four Hit Frenzy



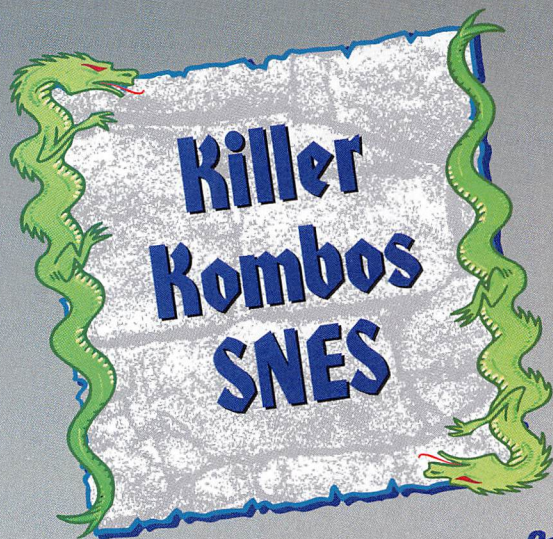
1. Get Kang going with two High Punches.



2. Then, heat things up with a Fireball.

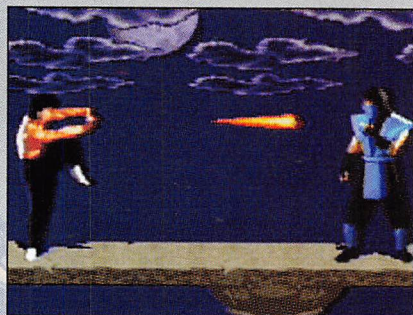


3. Conclude with a Flying Kick.



LIU KANG

Fire and Away

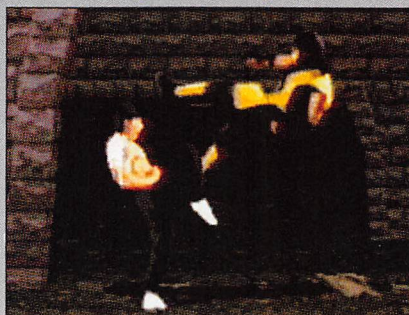


1. If Kang's opponent is across the screen, toss a Fireball.



2. Then, while they're off balance, nail 'em with a Flying Kick

Cornered, The Sequel



1. If Kang is cornered, have him turn and face the wall, and then execute the Flying Kick. He'll land in front of his opponent.



2. Come in with an Air Kick.



3. Finish this one off with a Flying Kick.

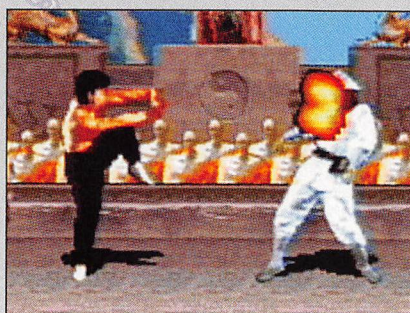
Sweep 'Em Out



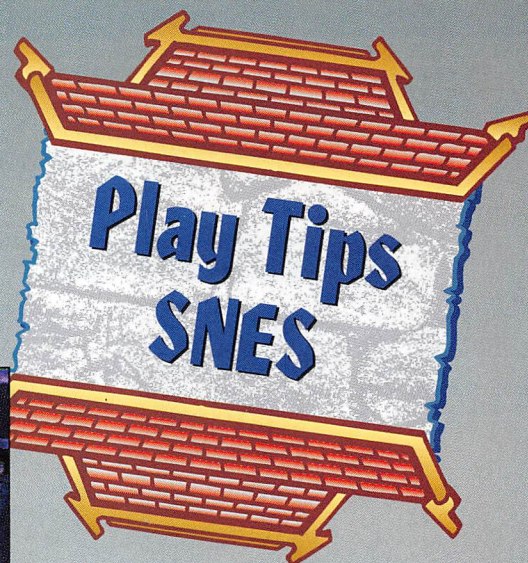
1. When Kang's in close to an opponent, trip them up with a Sweep



2. Afterwards, catch 'em under the chin with an Uppercut.



3. To end this affair, singe the attacker with a Fireball.



Against Johnny Cage



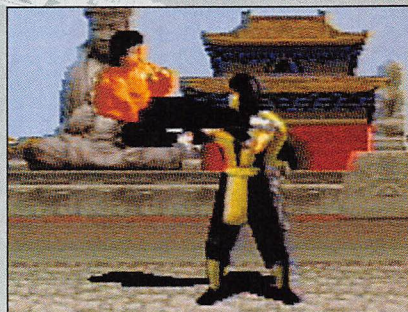
Fireball this Cage chump until he gives up. If he Blocks any of the Fireballs, leap in with a Flying Kick.

Against Kano



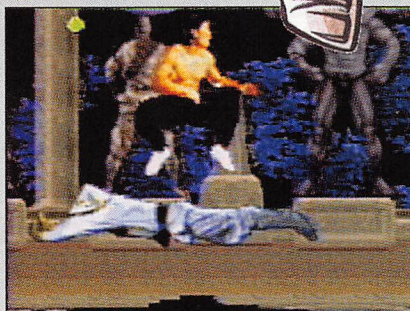
Kano can Block most aerial and ground attacks. To make him hurt, move in close and tag him with Sweeps and Throws.

Against Scorpion



Trick Scorpion into trying to Block Kang's Flying Kick. This leaves him open to a Sweep. When Scorpion's knocked off his feet, try to keep him there by following up with a Throw.

Against Rayden



Immediately blast into this match with a Flying Kick. If it works, try it again. If it's Blocked, Sweep Rayden. If Rayden does his Torpedo dodge out of danger with a Flying Kick.

Against Sonya



Liu Kang's Fireballs singe from afar. Don't bother to fight Sonya in close - just toss Fireballs from across the screen. Follow up a Fireball with a Flying Kick.

Against Sub-Zero



The Flying Punch is one of the best moves in Kang's arsenal. If Sub-Zero and others are Blocking Kang's other aerial attacks, try to come in with the Flying Punch. Just look out for the Freeze.

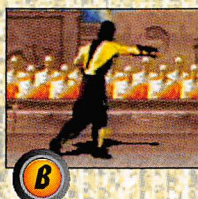
BASIC ATTACKS



KICK



PUNCH



HIGH KICK



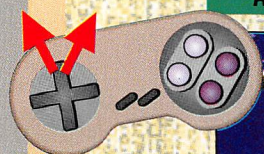
HIGH PUNCH



HIGH BLOCK



LEFT RIGHT



AIR KICK



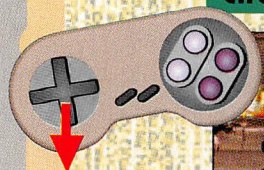
AIR PUNCH



AIR KICK



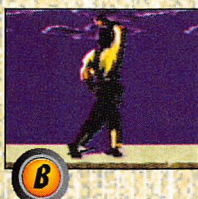
AIR PUNCH



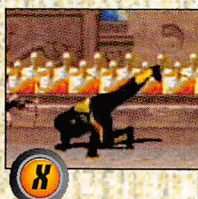
CROUCH KICK



UPPERCUT



CROUCH KICK



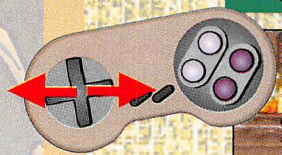
UPPERCUT



LOW BLOCK



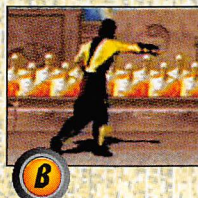
LEFT RIGHT



SWEEP



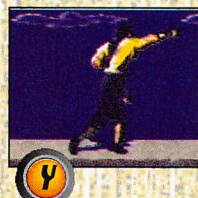
PUNCH



ROUNDHOUSE



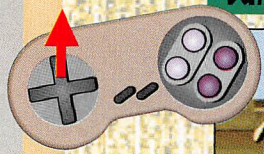
HIGH PUNCH



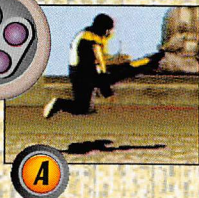
HIGH BLOCK



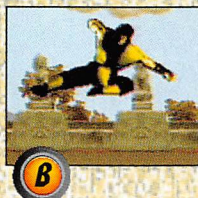
LEFT RIGHT



JUMPING KICK



JUMPING PUNCH



JUMPING KICK



JUMPING PUNCH



KNEE



SCORPION



SCORPION



Harpoon



Scorpion throws a whip (ouch!) with a dagger attached (ouch, ouch!). To fling Scorpion's spear, push Away from an opponent two times and then press Button B to give 'em the shaft.

Teleport



Scorpion can disappear from one side of the screen and reappear with a punch on the other side. Most opponents won't be able to block this punch. To Teleport Scorpion and slap his enemies around, press Down, Away, and finally Button Y.

Head Blow



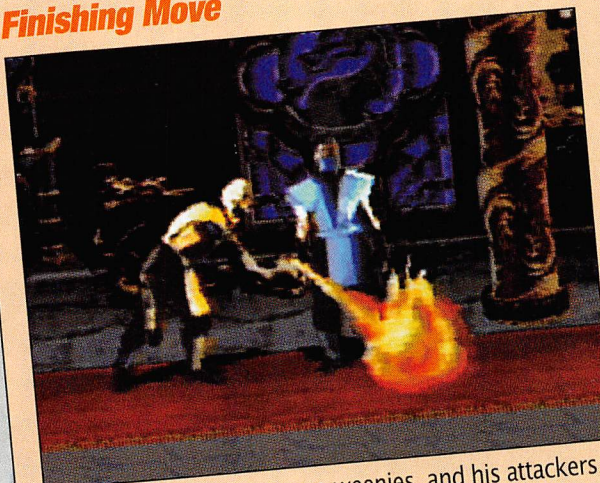
A backhanded fist greets any attacker who gets too close to Scorpion. To execute this sting, move Scorpion in close to an opponent and hit Button Y.

Throw

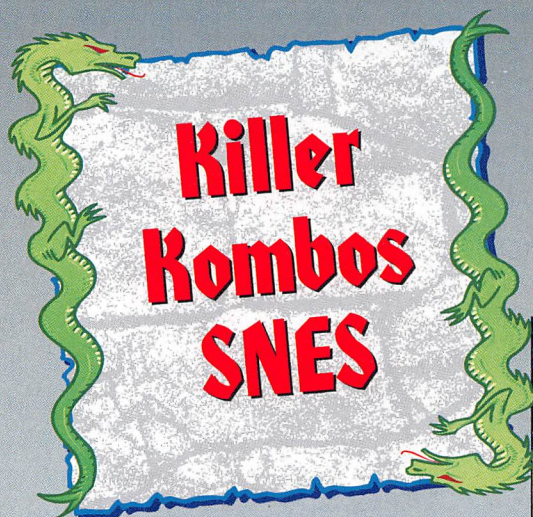


Scorpion would have made a good bouncer. To toss the competition, have Scorpion stand close and press Button B.

Finishing Move



Scorpion likes to roast some weenies, and his attackers are just the weenies he's looking for. To light this scorcher of a Finishing Move, place Scorpion one sprite away from his opponent and press Button R, and Up two times.



Killer Kombos SNES

SCORPION

Thar They Blow!



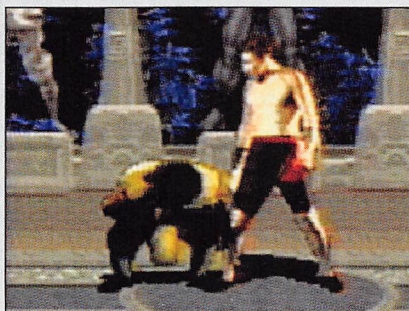
1. While Scorpion's reeling from a hit is a great time to charge for the Harpoon, then take a stab at it.



2. Next, toss two High Punches.



3. Toss a second Harpoon.



4. Conclude this stunner with an Uppercut.

Gettin' It Good



1. Scorpion takes it away with two Punches.



2. Follow the Punches with two Hop Kicks (jump diagonally Toward and press Kick).



3. After Scorpion lands, launch the Harpoon.

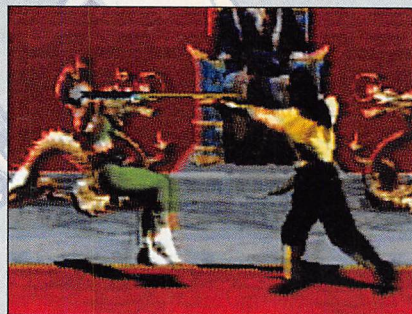


4. Finish it off with an Uppercut.

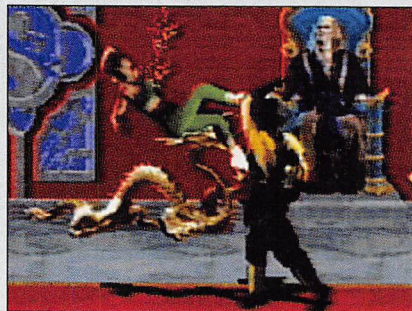
Fake Out



1. When Sonya zaps the Square Wave Flight, tap Toward two times as you charge up for the Harpoon.



2. Release the Harpoon as she lands on the other side of Scorpion.



3. Finish with a Throw or Uppercut.

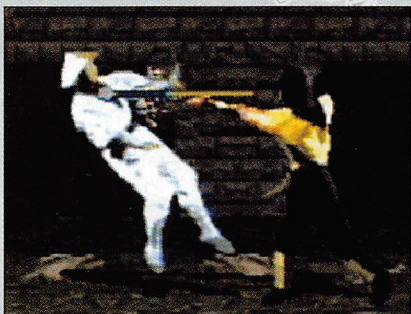
Fly and Die



1. Have Scorpion block incoming moves like Rayden's Flying Thunderbolt.



2. Then, as Scorpion bounces away, Teleport.

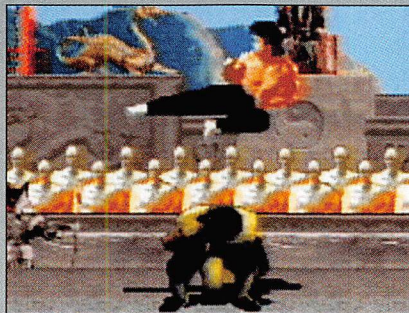


3. After he lands from the Teleport, toss the Harpoon.

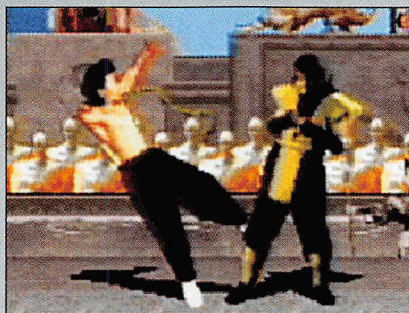


4. Conclude this piercing combo with an Uppercut.

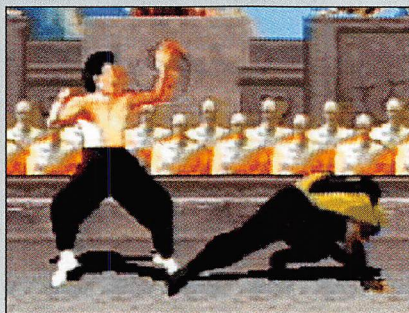
You Liu's



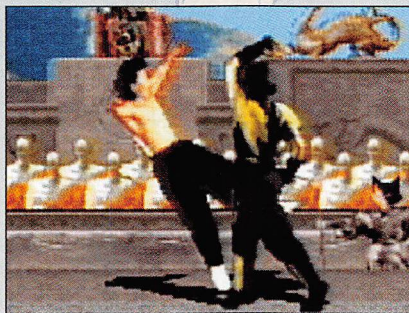
1. When foes like Liu Kang leap in with kicks, press Down to duck.



2. Then, throw a Harpoon.

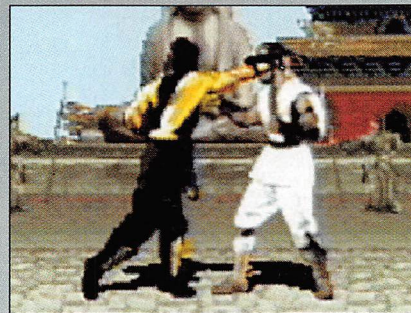


3. Next, trip 'em up with a Sweep.



4. Close this combo with an Uppercut.

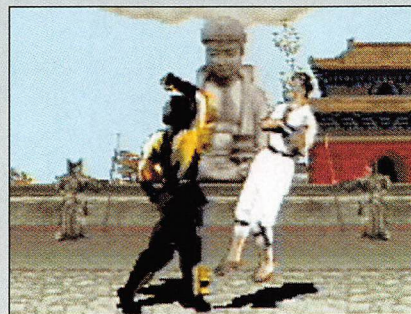
Scorpion Stings



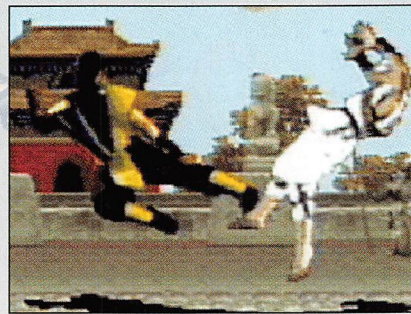
1. Put Scorpion into gear with two High Punches.



2. Follow immediately on the heels of the second Punch with a Sweep.



3. As Scorpion's opponent climbs to their feet, stun them with an Uppercut.



4. Follow with an Air Kick. Scorpion's foe will try to block this final move, but go for it anyway.

Play Tips SNES

SCORPION

Against Sonya



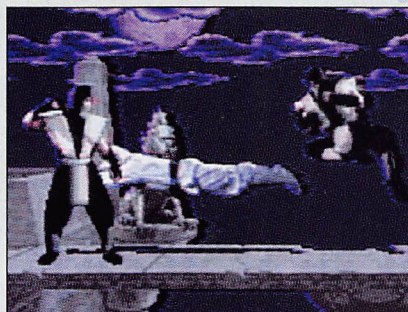
Sonya is as vulnerable to the Harpoon as anyone else, but she will Block the move in later rounds, especially in Endurance Rounds. When she Blocks, be ready to Block an incoming Air Kick.

Against Sub-Zero



Throw the Harpoon as soon as the match starts. While Sub-Zero is dizzy, Throw him. Before he lands on the other side of the screen, Teleport and then hit him again. Excellent.

Against Rayden



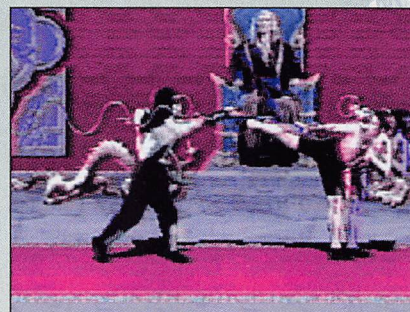
Whenever Rayden goes into his Torpedo move, Teleport. Teleport again when he lands. When in close, go for the Throw.

Against Liu Kang



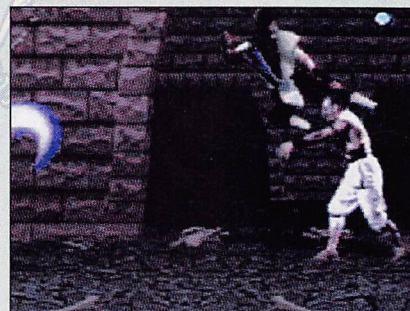
To make sure Kang gets the point, toss him a Harpoon whenever you're across the screen from him. If he tries to Block, leap in with an Air Kick.

Against Johnny Cage



When Johnny goes into the Shadow Kick, puncture him with a Harpoon. If the timing's right, you'll catch him in mid-kick. Ouch!

Against Kano



If Kano fights dirty with his Knife, jump over it and come in with an Air Kick. When you land, Teleport and slam him hard.

BASIC ATTACKS



KICK



A

PUNCH



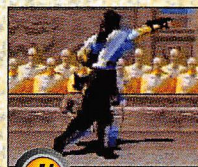
B

HIGH KICK



X

HIGH PUNCH



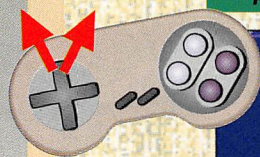
Y

HIGH BLOCK



LEFT

RIGHT



AIR KICK



A

AIR PUNCH



B

AIR KICK

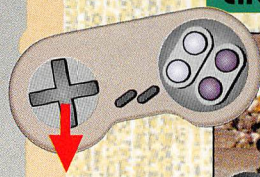


X

AIR PUNCH



Y



CROUCH KICK



A

UPPERCUT



B

CROUCH KICK



X

UPPERCUT



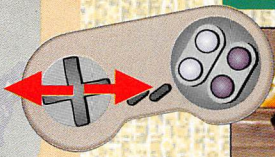
Y

LOW BLOCK



LEFT

RIGHT



SWEEP



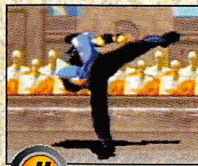
A

PUNCH



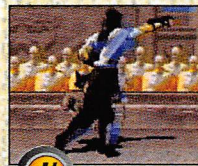
B

ROUNDHOUSE



X

HIGH PUNCH



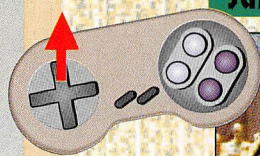
Y

HIGH BLOCK



LEFT

RIGHT



JUMPING KICK



A

JUMPING PUNCH



B

JUMPING KICK

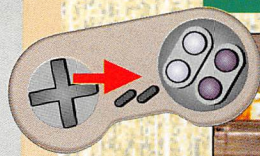


X

JUMPING PUNCH



Y



KNEE



A



SUB-ZERO

Mortal Moves SNES

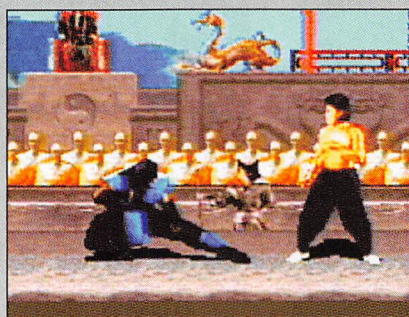
S
U
B
Z
E
R
O

Freeze



Chill with the Iceman, baby! Sub-Zero's Freeze is one of the best special moves in the game. Sub-Zero turns the temperature down when you press Away, Down, Toward, and Button B.

Slide



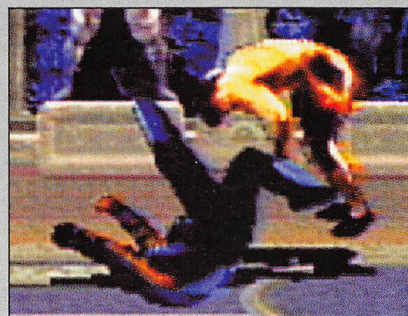
Subbie likes to slide into an opponent and knock 'em off their feet. To make Sub slip and slide, move Away, and then simultaneously press Buttons A, B, and R.

Head Blow



Need the time? Sub-Zero loves to show people his watch - up close! Put Sub in close to his attacker, and press Button Y.

Throw



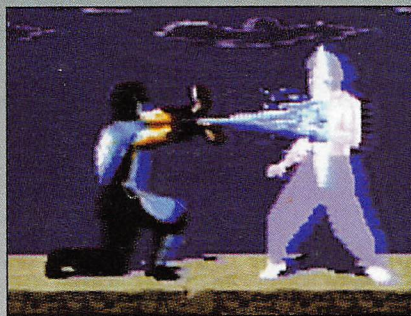
Elvis has left the stadium...and Sub-Zero was the man who threw him out. Sub shows you how it's done when you put him in close to his opponent and press Button B.

Finishing Move

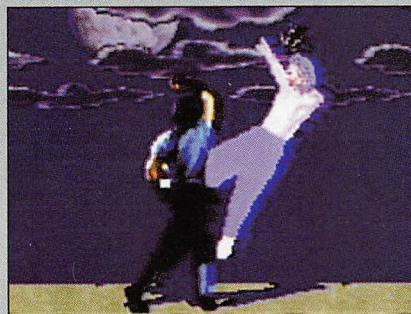


Sub-Zero freezes an opponent, then busts 'em into party ice cubes with this Finishing Move. To begin the deep freeze, press Toward, Down, Toward, and finally Button Y.

Basic Blaster



1. Sub's easiest (and most-used combo) is to give 'em the Freeze...



2. ...followed by either an Uppercut...

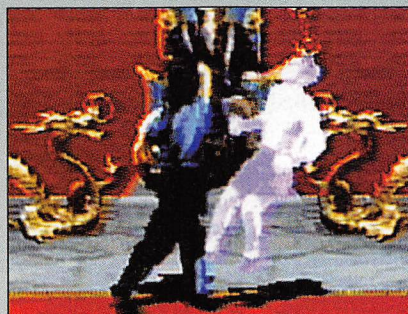


3. ...or a Throw.

The Best Things in Life are Freeze



1. Chill out Sub's foes by putting on the Freeze.



2. Then, move in and Uppercut the frozen attacker.



3. Before the human cube lands, Slide into him/her.

Killer Kombos SNES

Just for Kicks



1. One more time, throw the Freeze.



2. Then, get close to your opponent and land two Jumping Kicks.



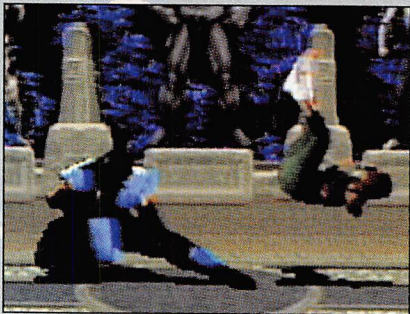
3. When Sub lands after the second kick, immediately go into the Slide.

Killer Kombos SNES

Counter Point

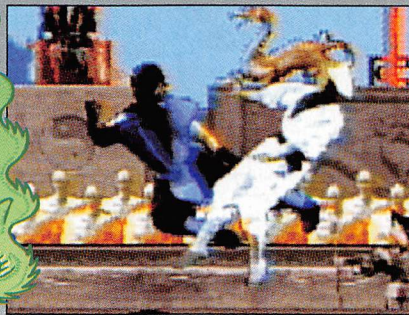


1. When Sub-Zero's attacker jumps straight up, quickly deliver two High Punches.

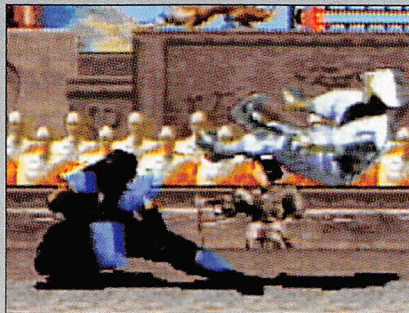


2. After the second punch lands, hit 'em with a Slide

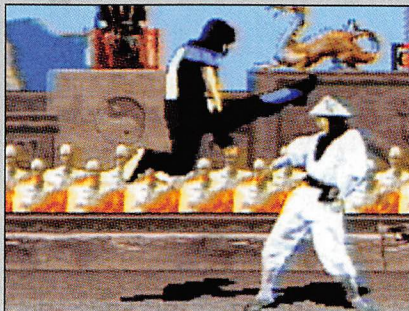
Slip Slidin' Away



1. To do the slip 'n slide, come in with an Air Kick.



2. When you land, Slide right into the attacker.



3. Then, jump straight up and kick it out.



4. The second Sub lands, finish off with a Slide.

Sweep Mystery of Life



1. When Mr. Zero's in close to an opponent, try a Sweep.



2. Follow it up quickly with an Uppercut.



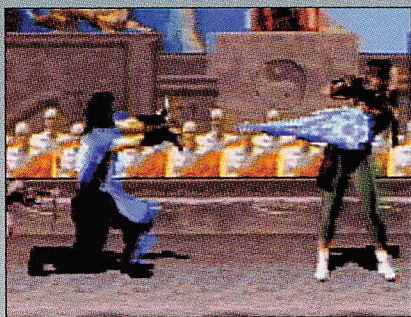
3. Before the opponent lands, chill out with the Freeze.



4. End this crusher with an Uppercut.

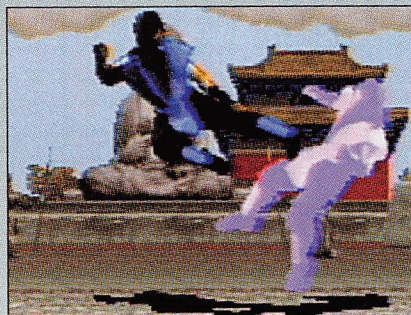


Against Sonya



Sonya's usually on the lookout for Sub-Zero's cold shoulder. Toss the Freeze and, if she Blocks, Slide right into her.

Against Scorpion



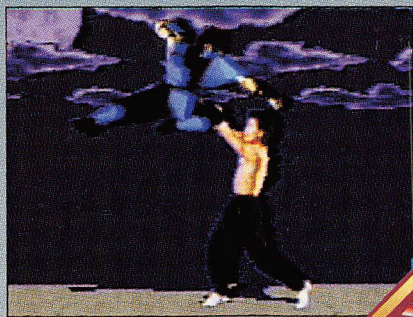
Throw a Freeze and follow it up with an Air Kick. If Scorpion manages to Block the Freeze, the kick'll get him. Now, Freeze him again before he gets up and then hit him any which way you like.

Against Rayden



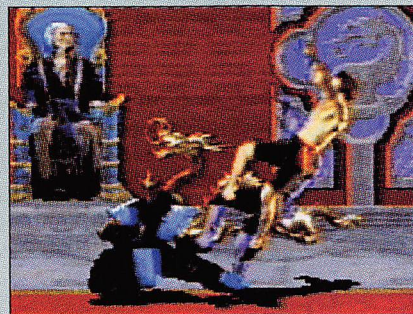
Boy, does Rayden hate Sub-Zero. The Freeze stops the Torpedo in mid-air! It's also effective against the Lightning Throw. Hey, Sub-Zero can even Freeze Rayden in mid-Teleport.

Against Liu Kang



Put Kang in the deep Freeze, and follow up with an Air Punch. If Liu manages to Block the Freeze and the Punch, just take him off his feet with a Slide. The second he hits the ground, go for the Freeze again.

Against Johnny Cage



This one's easy. Counter Cage's Shadow Kick with a Slide. Then, throw a Freeze followed by an Uppercut.

Against Kano



To turn Kano into a human ice cube, stop his Cannonball in mid-air with the Freeze. Now, move in and Throw him.

Play Tips SNES

S
U
B

Z
E
R
O

BASIC ATTACKS



KICK



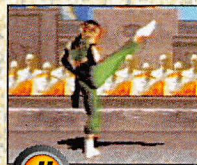
A

PUNCH



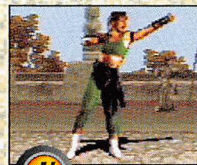
B

HIGH KICK



X

HIGH PUNCH



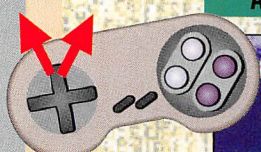
Y

HIGH BLOCK



LEFT

RIGHT



AIR KICK



A

AIR PUNCH



B

AIR KICK

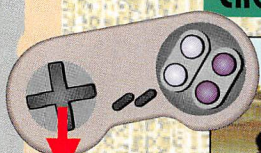


X

AIR PUNCH



Y



CROUCH KICK



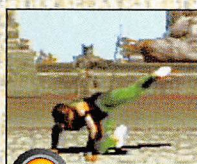
A

UPPERCUT



B

CROUCH KICK



X

UPPERCUT



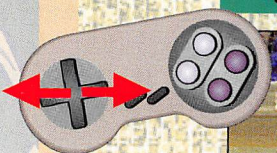
Y

LOW BLOCK



LEFT

RIGHT



SWEEP



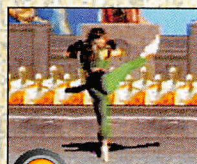
A

PUNCH



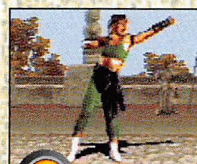
B

ROUNDHOUSE



X

HIGH PUNCH



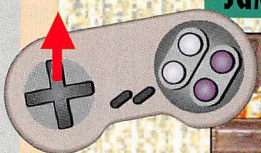
Y

HIGH BLOCK

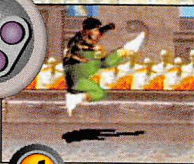


LEFT

RIGHT

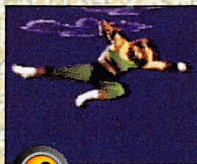


JUMPING KICK



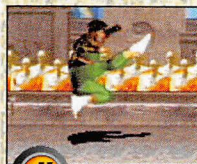
A

JUMPING PUNCH



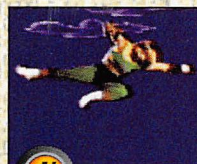
B

JUMPING KICK



X

JUMPING PUNCH

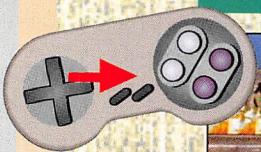


Y

KNEE



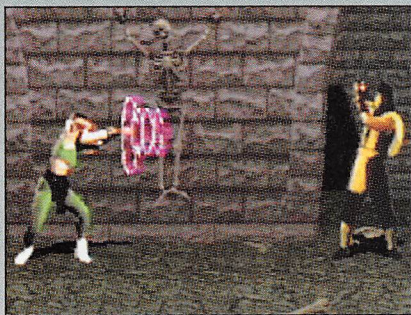
A



SONYA

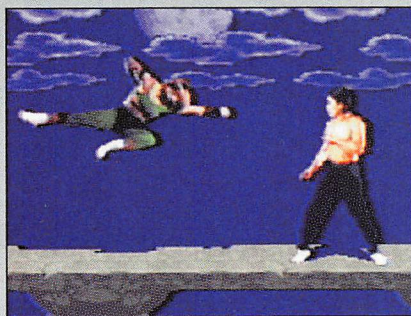
SONYA BLADE

Ring Toss



Sonya blows some deadly Rings at the bad guys. To make her toss the Rings, press Button B and Away.

Square Wave Flight



Sonya's Square Wave Flight is an interceptor attack that stops opposing aerial moves in their tracks. To have her send the move into orbit, press Toward, Away, Toward, and then Button Y.

Throw



Sonya puts 'em in the air with this Throw. Move her close to the competition, then tap Button B.

Scissor Grab



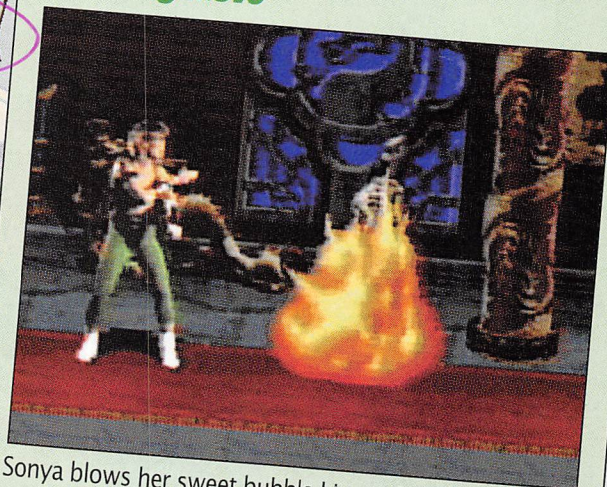
Sonya cuts the opposition's resistance with this trademark move. To snip her foe, press Down and then simultaneously press Buttons A, B, and R. Sonya pops into a handstand and then tosses her attacker with her legs.

Head Blow

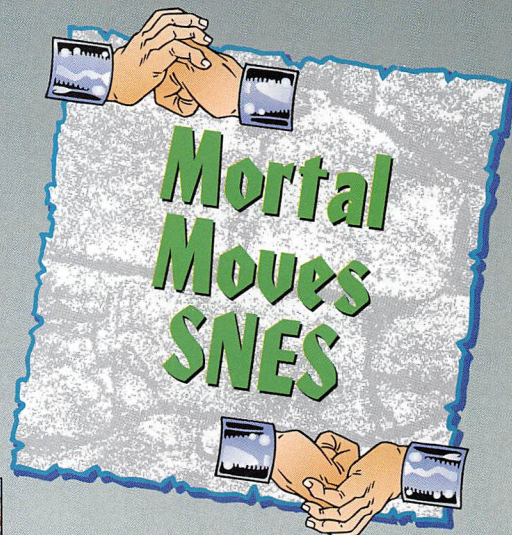


An elbow in the face is no way to make friends, but then again Sonya isn't out to make friends. Move Sonya in close to her foe, then press Button Y.

Finishing Move



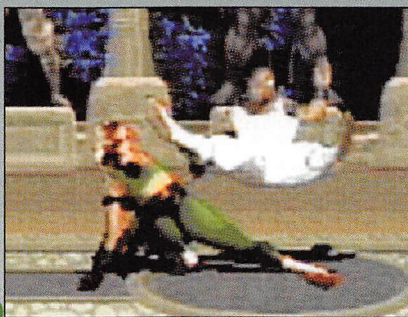
Sonya blows her sweet bubble kiss to fill her enemies with love, inspiration...and apparently kerosene. To fire up her opponent, press Toward, Toward, Away, Away, and Button R.



Killer Kombos SNES

SONYA BLADE

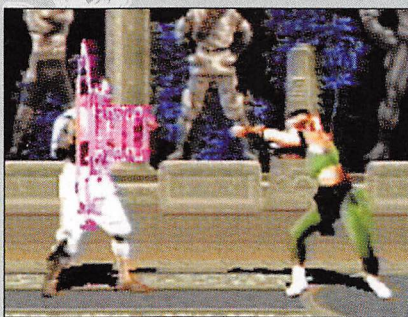
Watch out for the Scissors



1. Sonya likes to rip off a Sweep.

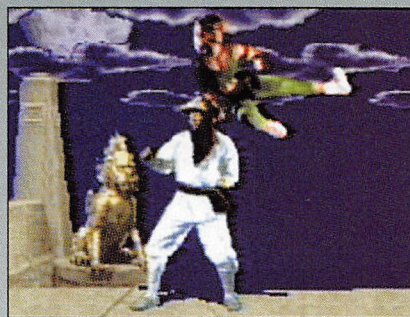


2. Then, clip in with a Scissor Grab.



3. Finish off with the Ring Toss.

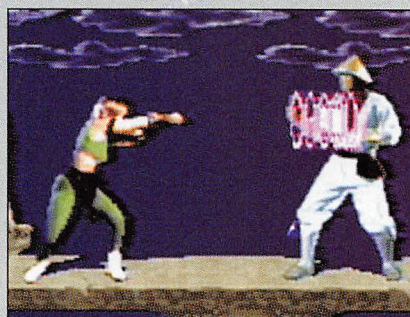
Cornered



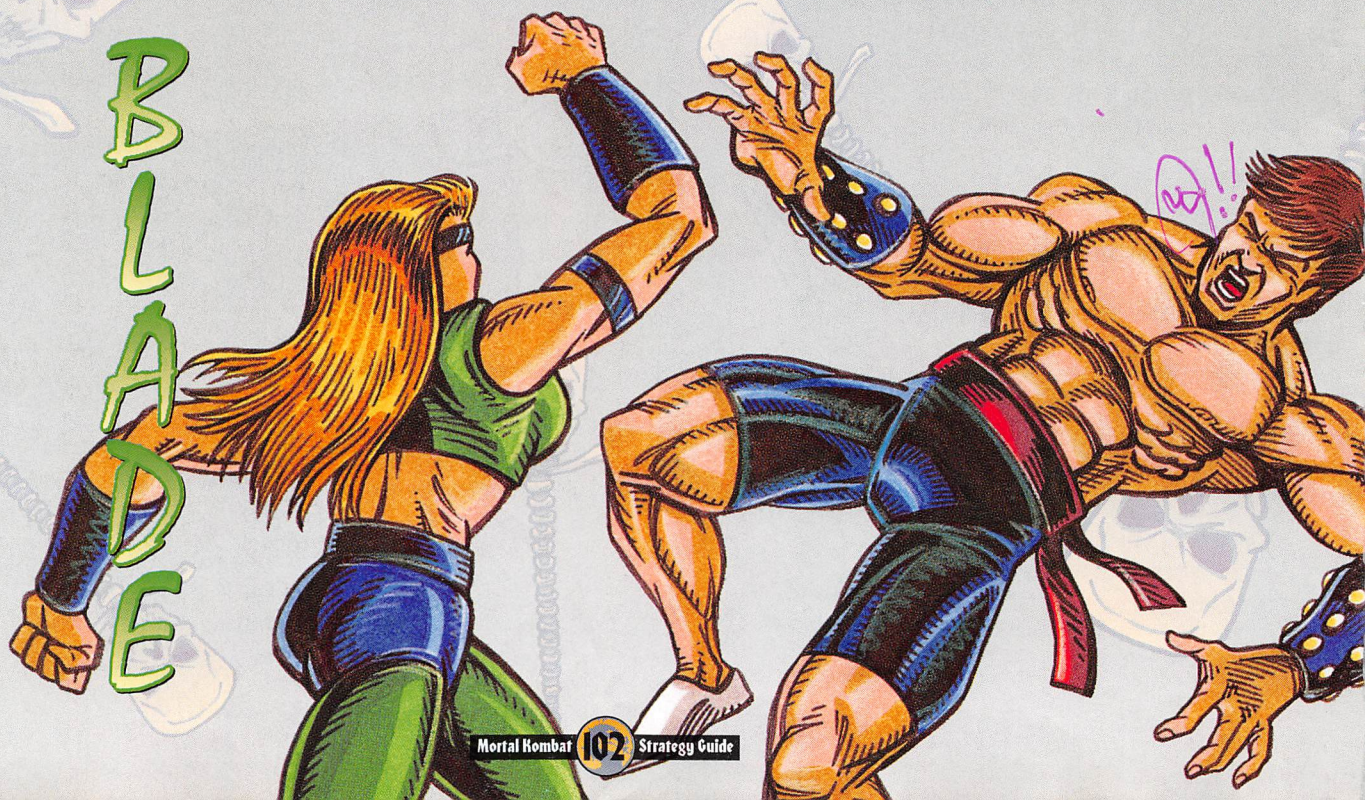
1. If Sonya gets cornered, do an Air Kick.



2. Then, snip her foe with a Scissor Grab.



3. To round it off, toss a few Rings.



Final Flight



1. Have Sonya jump away from her opponent. If they follow, (and most computer and human players will) use the Square Wave Flight to blast them in mid-air.

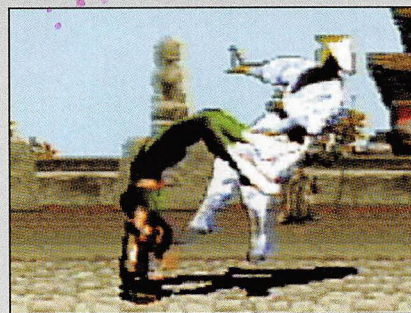


2. Then it's time for the Ring Toss.

Rings and Things

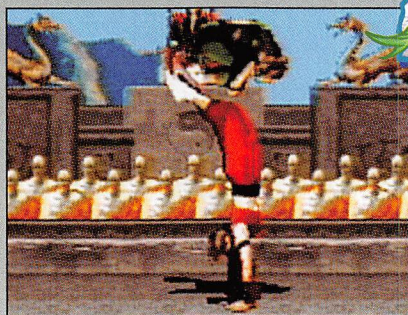
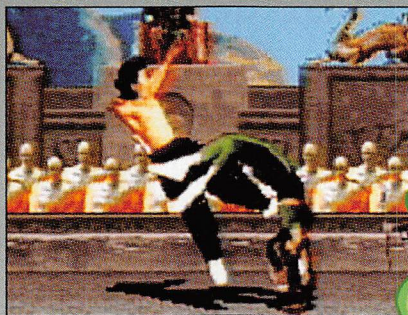


1. When an attacker gets in close to Sonya, hit 'em with a Ring Toss.



2. Then, before they come down to earth, cut 'em with the Scissor Grab.

Caught!



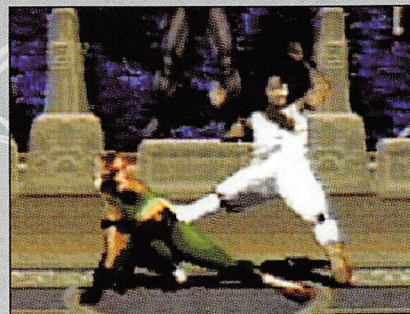
1. Try to catch Liu Kang or Sonya in mid-air with the Scissor Grab.



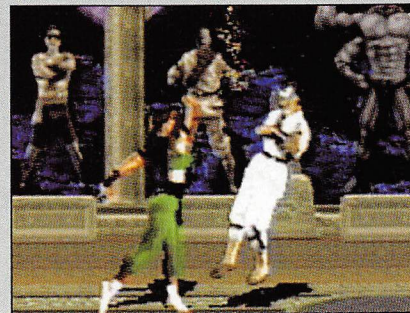
2. Then, put the nail in the coffin with the Ring Toss.

Killer Kombos SNES

Hop Along



1. Knock Sonya's foe off balance with a Sweep.



2. Then, nail 'em with an Uppercut.



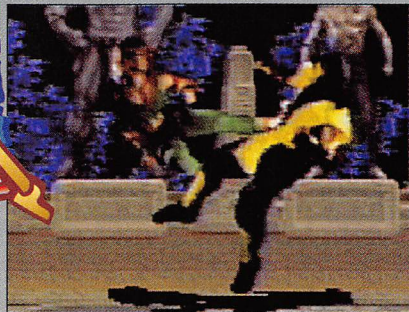
1. Close this combo with the Ring Toss.



Play Tips SNES

SONYA BLADE

Against Scorpion



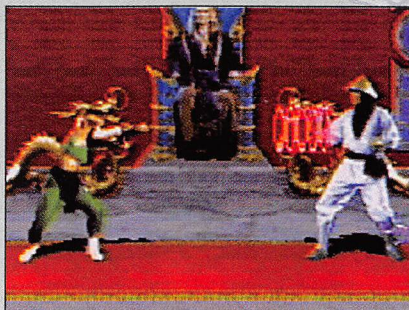
Sonya's Air Kick is a pain in the stinger for Scorpion. She also likes to Block his Harpoon, and then toss him some Rings.

Against Sub-Zero



Get Sonya up close and personal with Sub-Zero, and then wail away with Punches. If SZ tries to sneak away, shear him with the Scissor Grab.

Against Rayden



Use the Ring Toss as soon as the match begins. Keep relentlessly tossing Rings at Rayden until he Blocks. Then, leap in with an Air Kick.

Against Liu Kang



Counter Kang's Flying Kick with the Square Wave Flight. Try to move in close for a Throw, then go for the Scissor Grab.

Against Johnny Cage



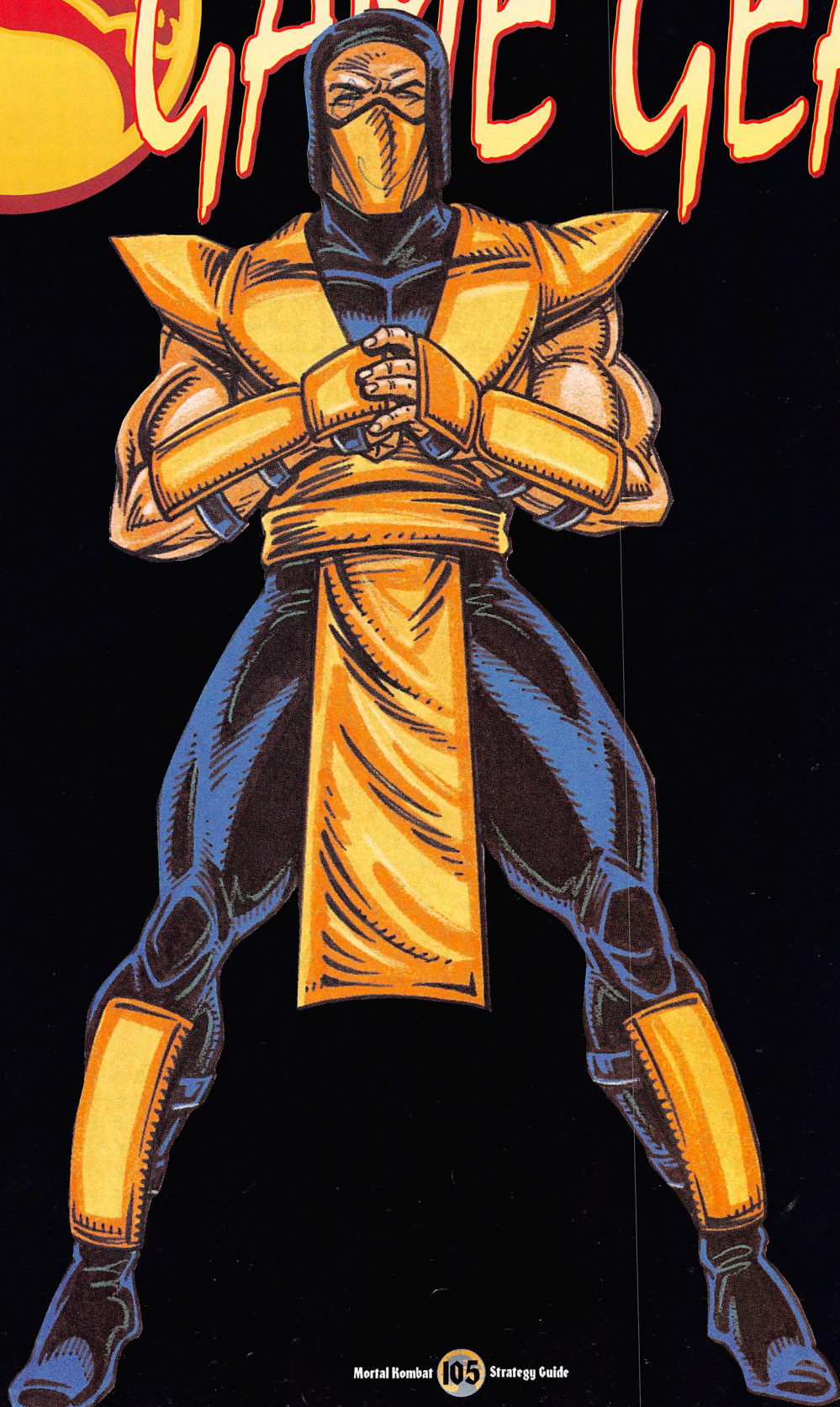
Stop Johnny's Shadow Kick in mid-air with the Ring Toss. Try to move Sonya in close to cut Cage with the Scissor Grab.

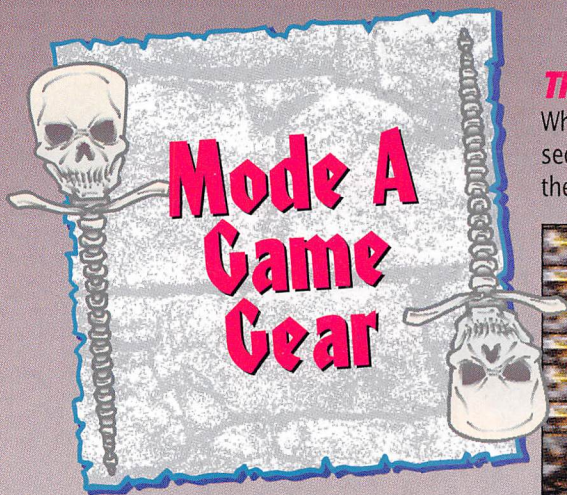
Against Kano



Sonya's got to keep a sharp eye out for Kano's Knife. Try to counter his moves with Air Kicks. If he tries to pull a Cannonball, Block, and then clip him with the Scissor Grab.

GAME GEAR





The Code of Honor

The word "code" has many different definitions. The Shaolin Martial Arts tournament is governed by a system of rules of conduct...an ethical code.

The combatants respect each other as warriors no matter what degree of hatred they have for one another...a code of honor. Another type of code could be defined as an arbitrary system of symbols or letters for transmitting messages... a secret code. Mortal Kombat adheres to many codes, but does it contain one? (Don't blame us...that's really what it says.)

The Kode

When the final of the three "code of honor" screens appears (the one that talks about secret codes) press Buttons 2, 1, 2, Down, and Up. If you've done the trick correctly, the words, "Now entering Kombat." appear on-screen.

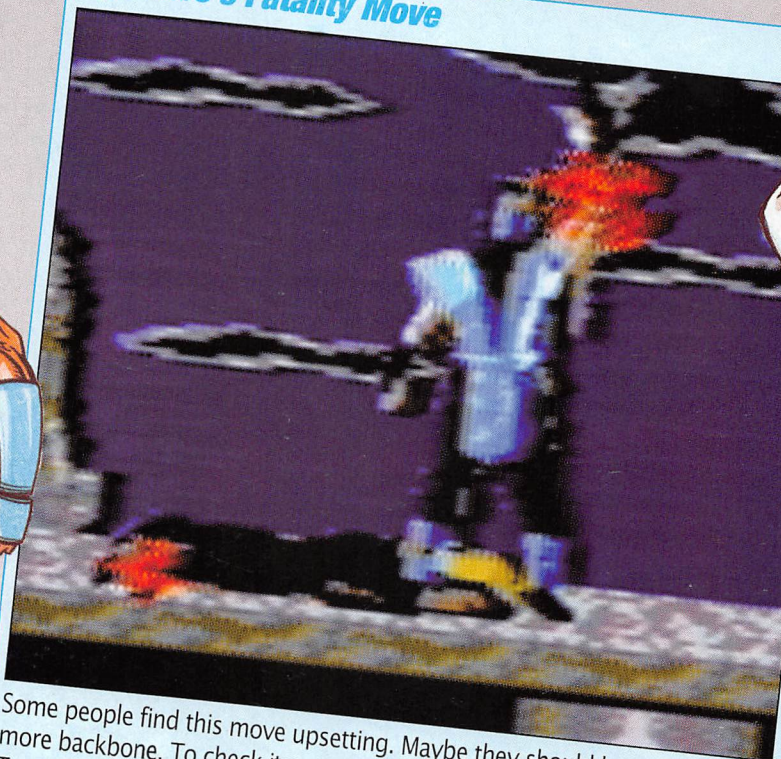


Before Mode A...



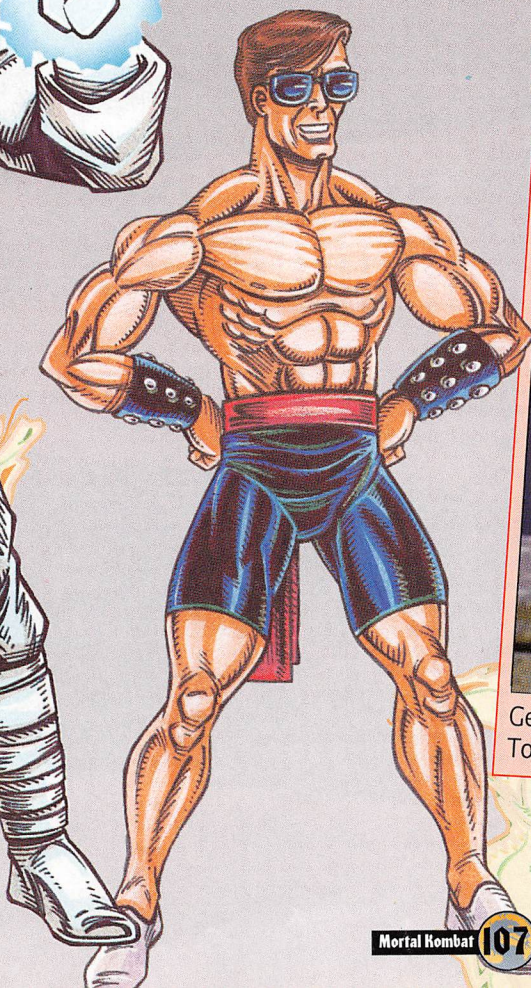
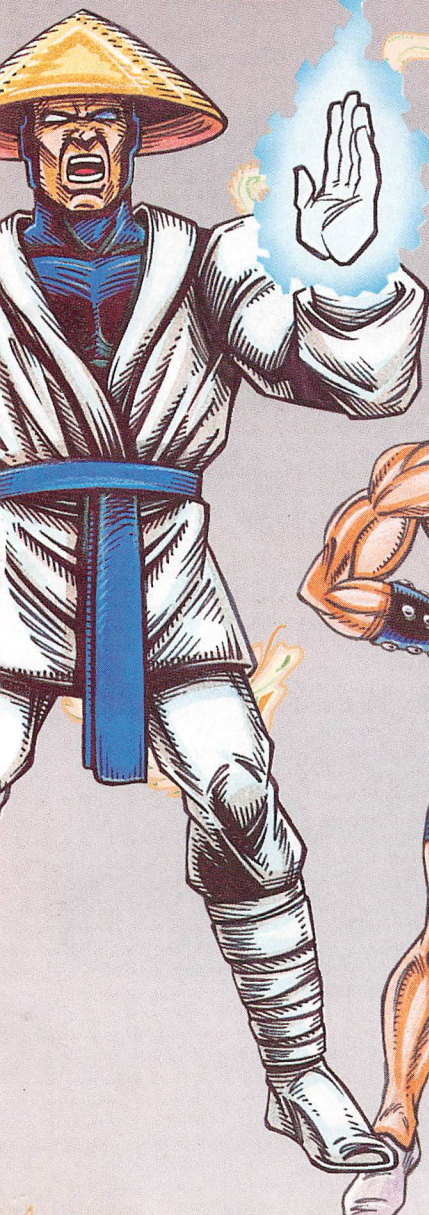
...and after.

Sub-Zero's Fatality Move

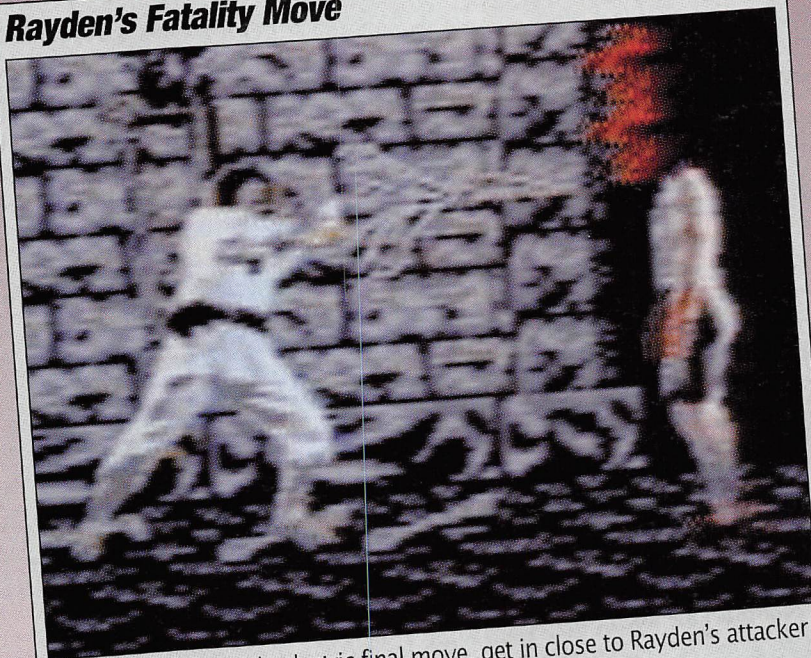


Some people find this move upsetting. Maybe they should have a little more backbone. To check it out, get in close and hit Toward, Down, Toward, and Button 1.





Rayden's Fatality Move



To try this explosively-electric final move, get in close to Rayden's attacker and tap Toward, Away, Away, Away, and Button 1.

Johnny Cage's Fatality Move

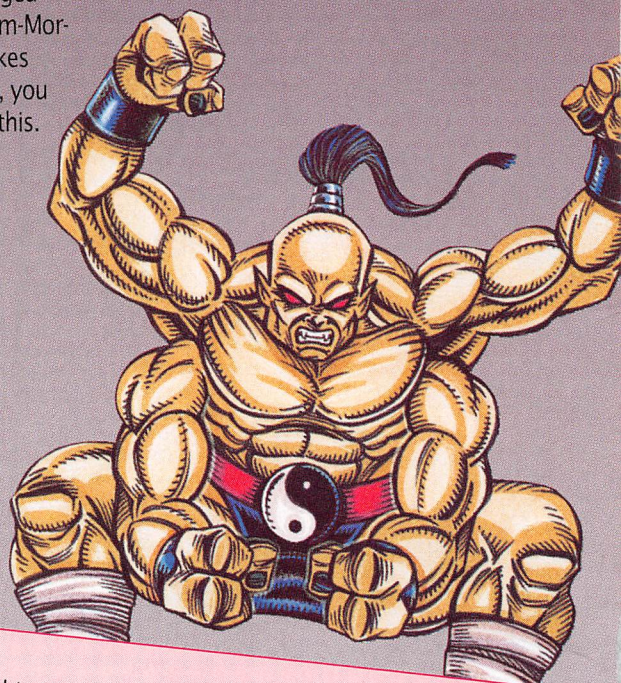


Get ready to knock his block off. Press Toward, Toward, Toward, and Button 1 to do this very final move.

Stages & Bonus Rounds

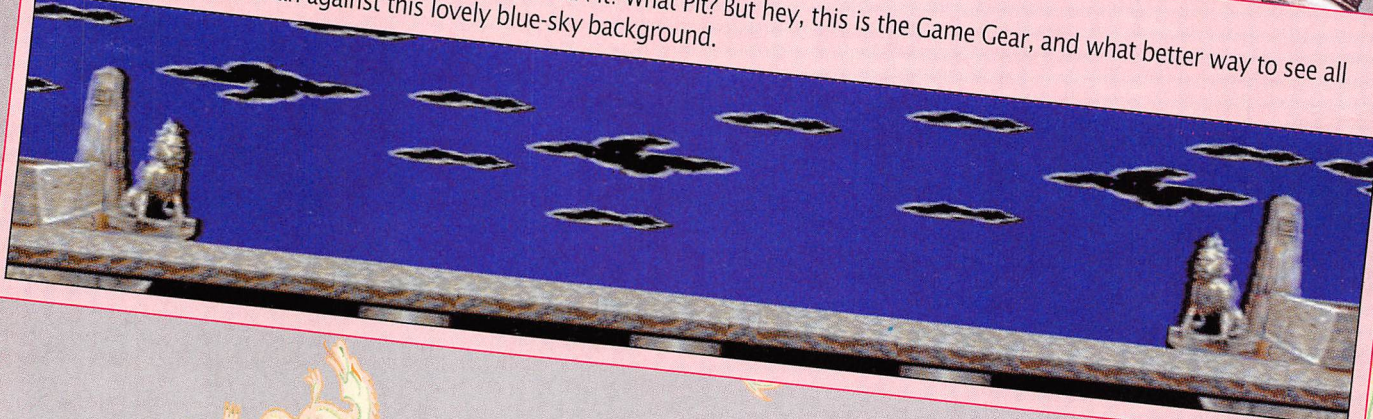
Game Gear

You won't feel scenically shortchanged with all the action included in this im-Mortal portable. Even though it only takes place in two background scenarios, you won't need more when you get all this.



The Pit

For some unknown reason, this area is called The Pit. Pit? What Pit? But hey, this is the Game Gear, and what better way to see all your precious moves than against this lovely blue-sky background.



Goro's Dungeon

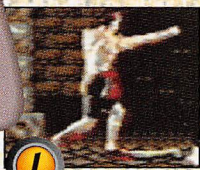
Note the sublime taste with which Goro has decorated his space. The slime-ridden stone walls, with his old friend's remains hanging from manacles, are a lovely touch. The darkened arches add a sinister but spacious quality. This is the perfect place for you to kick Goro's noxious butt back to whatever disagreeable place it comes from.



BASIC ATTACKS



PUNCH



1

KICK



2

HIGH BLOCK



START



UPPERCUT



1

CROUCH KICK



2

LOW BLOCK



START

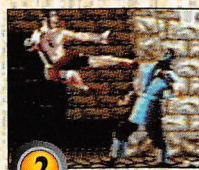


AIR PUNCH

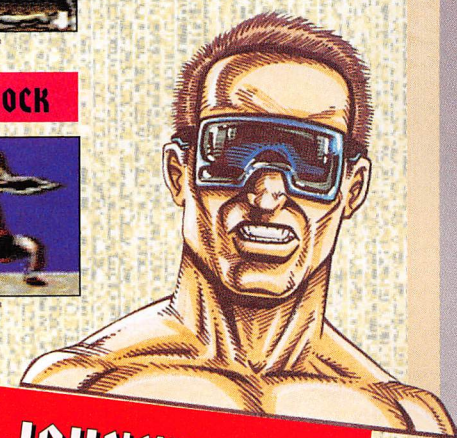


1

AIR KICK



2



JOHNNY CAGE



UPPERCUT



1

SWEEP

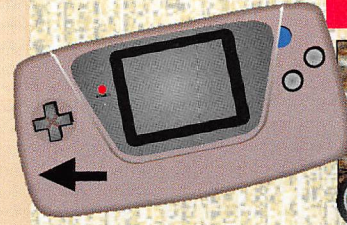


2

LOW BLOCK



START

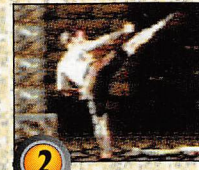


PUNCH

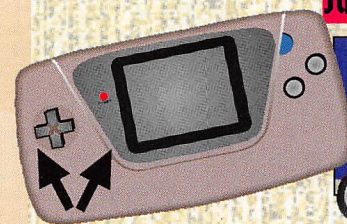


1

ROUNDHOUSE



2



JUMPING PUNCH



1

JUMPING KICK



2

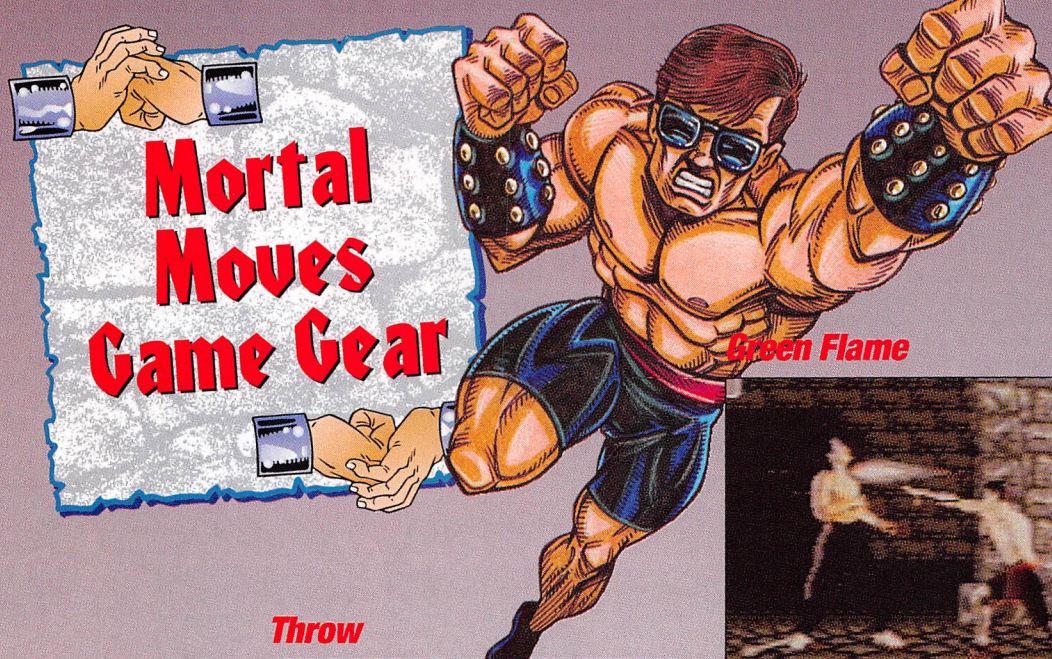


KNEE



2

JOHNNY CAGE

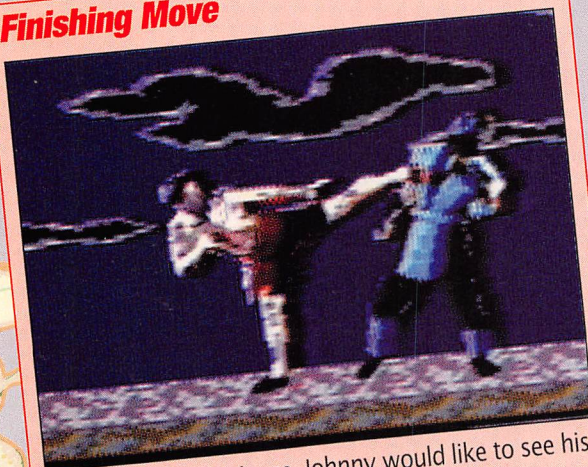


Throw



Sick of tossing your...nah, forget it. Throw your attacker instead. Move in close to the opponent, press Button 1, and they're outta there.

Finishing Move



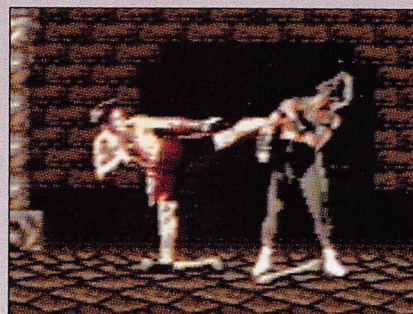
In the interest of science, Johnny would like to see his enemies test the principles of gravity - bodily. Tap Toward, Toward, Toward, then Button 1.

Green Flame



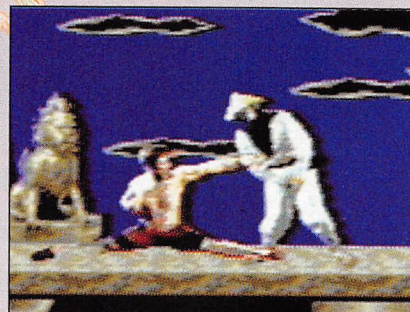
This actor from Venice Beach, California, likes to play with fire. Wanna play catch? To lob Green Flame like the pros, tap Away, Toward, and Button 1.

Shadow Kick



Johnny Cage enjoys nothing more than formally introducing his foot to his enemies' heads. To kick it out, press Away, Toward, and Button 2.

Split Punch



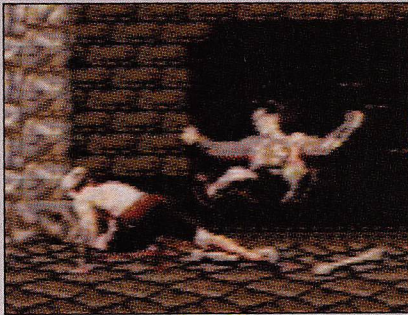
Hitting your opponent below the belt is considered to be in bad taste at best. Someone forgot to tell John-boy. To raise your opponent's voice a few octaves, push Button 1 and Start.

Against Cage



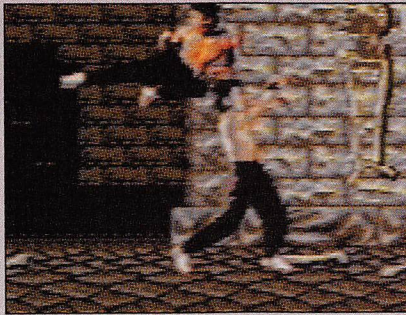
Whenever Cage's alter ego tries to come in with the Green Flame, Air Kick over the flame and take him out.

Against Cage



Keep Cage's evil twin off balance by knocking him off his feet with the Sweep and then tagging him with an Uppercut.

Against Kang



Kang's really vulnerable to Cage's Shadow Kick.

Against Kang



Duck Kang's Flying Kick and singe him quickly with the Green Flame.



Against Rayden

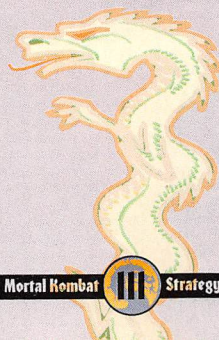
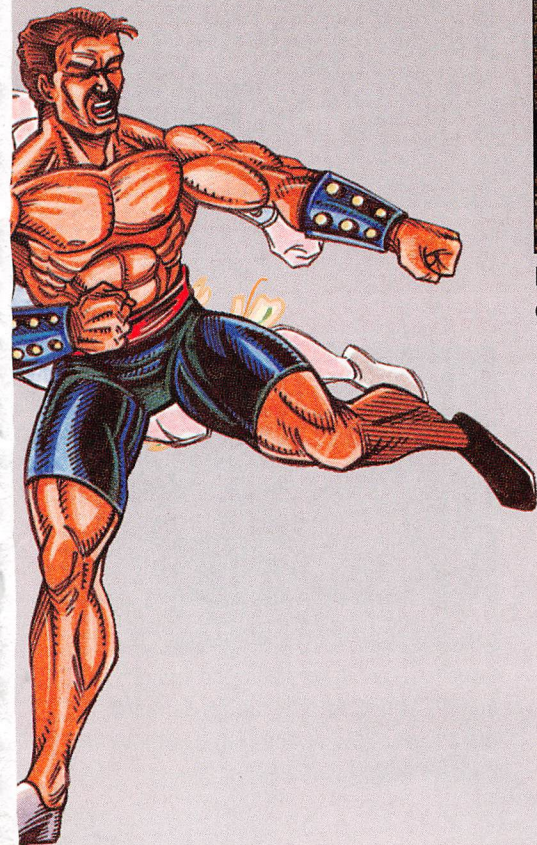


When Rayden tries his trademark Torpedo, Block and offer a Shadow Kick in return.

Against Rayden



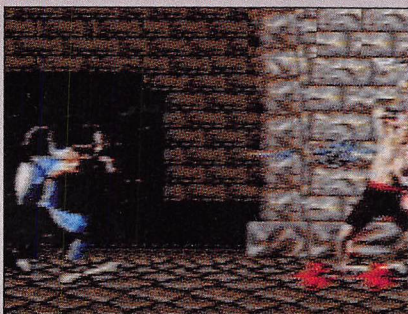
Rayden loves to Teleport and throw his opponents off balance. When he tries it, have Cage turn and do an Air Kick in the direction Rayden's Teleporting in.





Play Tips Game Gear

Against Sub-Zero



Sub'll always try to lower the temperature with his Freeze move. Block and then nail the big Zero with a Shadow Kick.

Against Sub-Zero



Another alternative against Sub-Zero's Freeze is to leap in over it and nail him with an Air Kick.



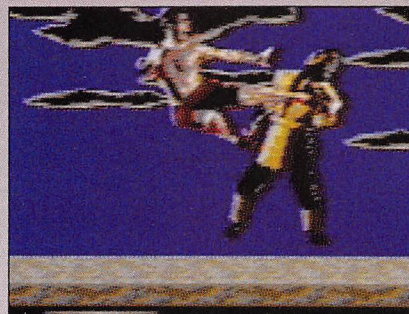
JOHNNY CAGE

Against Scorpion



Against Scorpion, Cage's gotta Block the Harpoon and try to follow up with a quick Shadow Kick.

Against Scorpion



Scorpion doesn't learn too quickly. Multiple Air Kick and back, Air Kick and back repetitions really take the sting out of his fighting.

Against Sonya

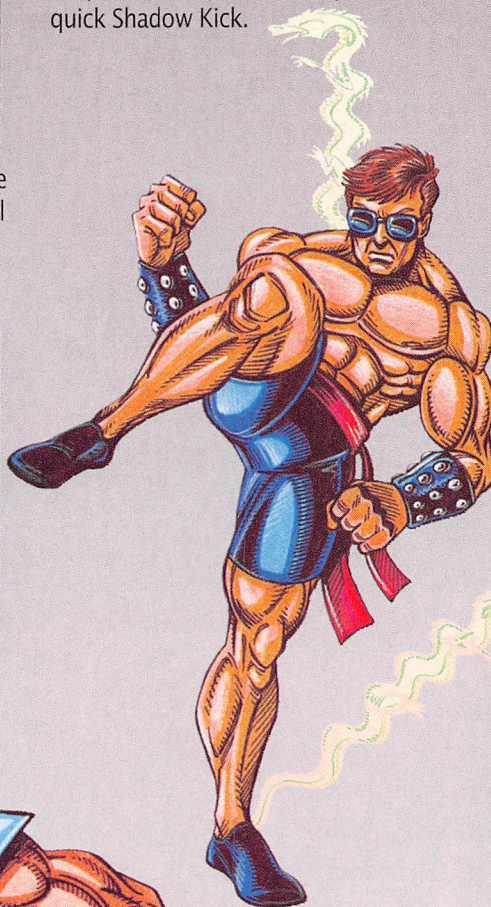


Don't get clipped by Sonya's Scissor Grab. Stand clear and attack from afar.

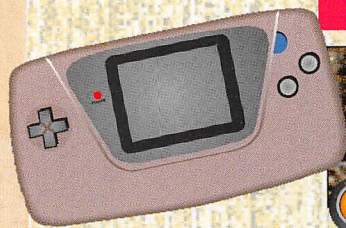
Against Sonya



Cage's Green Flame is a good move against Sonya since it can be done from a distance. Follow up the Flame with an Air Kick for added damage.



BASIC ATTACKS



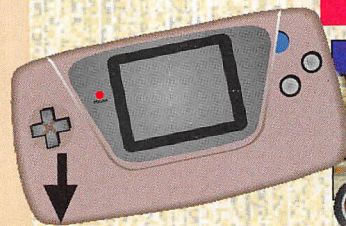
PUNCH



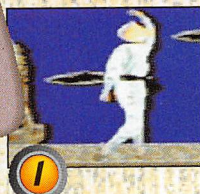
KICK



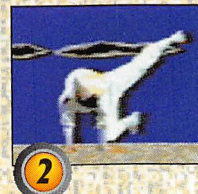
HIGH BLOCK



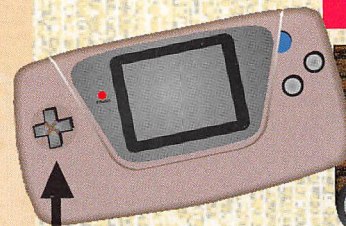
UPPERCUT



CROUCH KICK



LOW BLOCK



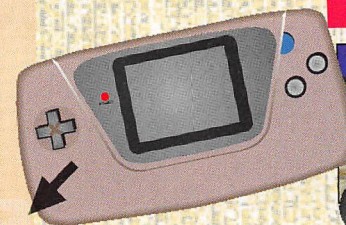
AIR PUNCH



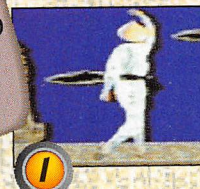
AIR KICK



RAYDEN



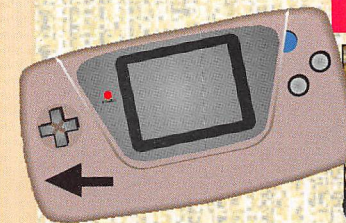
UPPERCUT



SWEEP



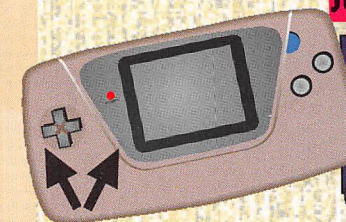
LOW BLOCK



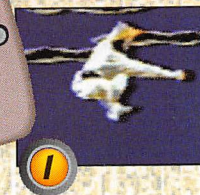
PUNCH



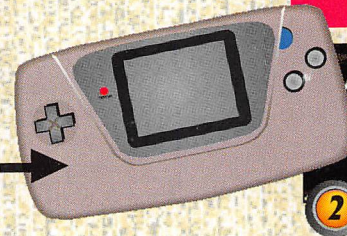
ROUNDHOUSE



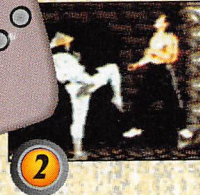
JUMPING PUNCH



JUMPING KICK



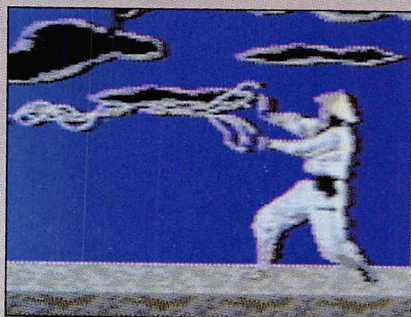
KNEE



Mortal Moves Game Gear

RAYDEN

Lightning Throw



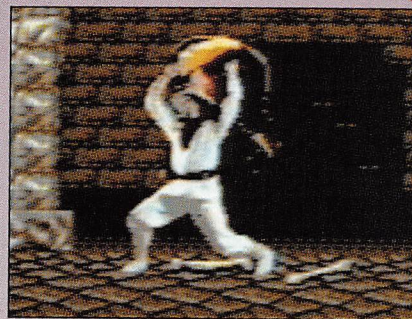
The demigod of Thunder proves that frying foes can be a real jolt. To show Rayden's foes the true meaning of kill-o-watts, tap Down, Toward, and Button 1.

Teleport



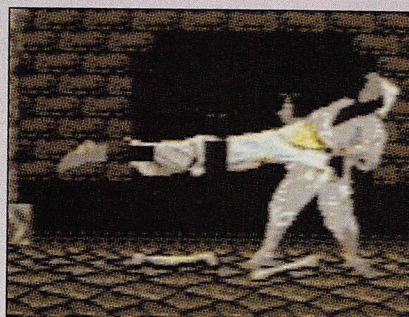
Now you see him...now you don't! To confuse his enemies Rayden vanishes offscreen and shows up behind them. To Teleport, quickly tap Down and then Up.

Throw



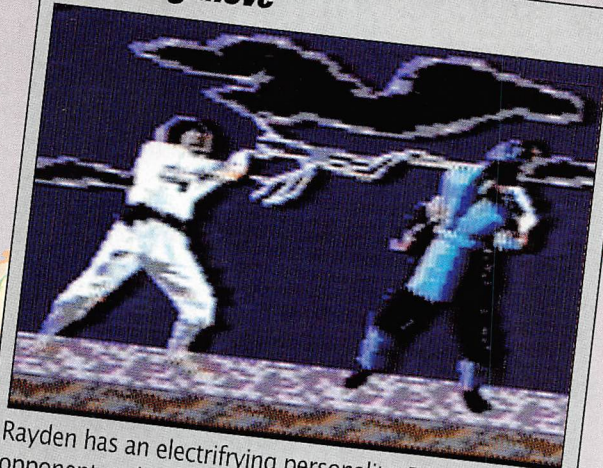
Throws are cheap, uh? Not to Rayden. It's perfectly within the rules, since there are none. Move close to an opponent and push Button 1.

Torpedo



Like a bolt from the blue, Rayden nails this move. To keep him grounded, Tap Away, Away, and Toward.

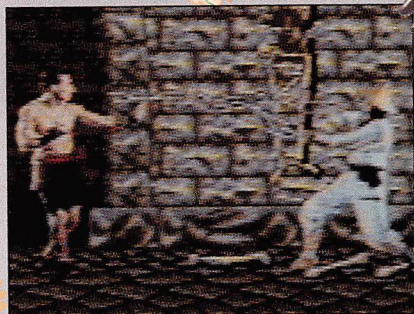
Finishing Move



Rayden has an electrifying personality. To amp up his opponent at the finish with a final going-away zap, position him close to a foe and tap Toward, Away, Away, and Button 1.

Play Tips Game Gear

Against Cage



Make some stormy weather for Cage by coming in with the Torpedo and following it up with a Lightning Throw.

Against Cage



Rayden's best bet against Cage's Shadow Kick is to Block it and then try to send Cage clear to the ceiling with an Uppercut.

Against Kang



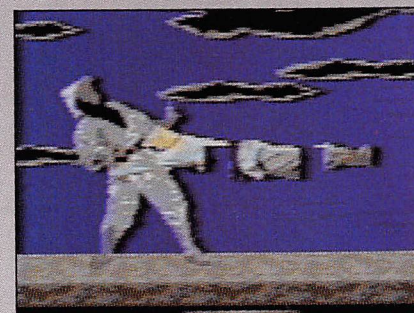
Have Rayden show his stuff by jumping over an incoming Kang Fireball and then delivering a quick Air Kick to Mr. Kang's head.

Against Kang



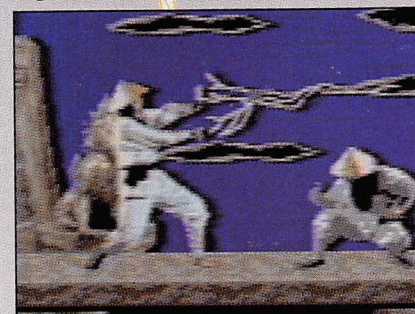
Duck and cover when Kang's Flying Kick is coming through, then sneak in and knock him off balance with the Sweep.

Against Rayden



It's high noon in the Mortal Kombat corral, and Mr.'s Rayden and Rayden are gunnin' at one another with Torpedoes. The winner is the Rayden who's quickest on the draw.

Against Rayden



When evil twin Rayden tosses some high voltage Lightning across the screen, Duck, then leap in with a Kick to show him who's boss.

Play Tips Game Gear



Against Sub-Zero



Rayden's not too fond of cool weather, especially the Freeze that Sub-Zero brings to town. Block the Freeze, and let loose with a Torpedo.

Against Sub-Zero



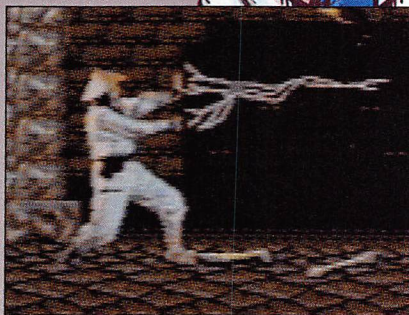
When Sub-Zero comes in with that low Slide, Low Block and then catch him under the chin with an Uppercut.

Against Scorpion



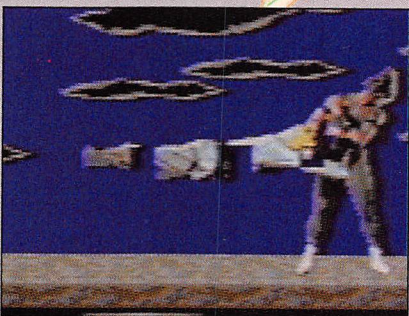
Not much else to do but jump over Scorpion's Harpoon and try to Air Kick him to the ground.

Against Scorpion



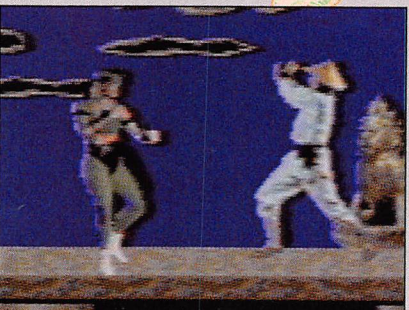
Rayden likes to show off his demi-god stuff by giving Scorpion a taste of the elements à la Torpedo and Lightning Throw.

Against Sonya



Let Sonya know just how much Rayden cares by sending her a little something special from him - her own personal Torpedo.

Against Sonya



Ditto, ditto, ditto. Don't get too close to Sonya! She fights mean.

RAYDEN

BASIC ATTACKS

PUNCH

KICK

HIGH BLOCK



START

UPPERCUT

CROUCH KICK

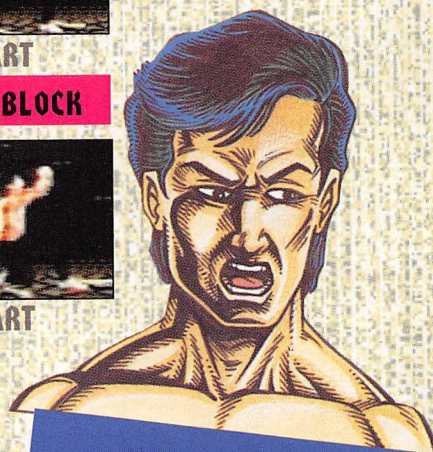
LOW BLOCK



START

AIR PUNCH

AIR KICK

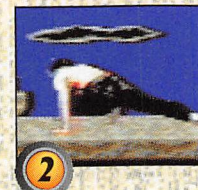
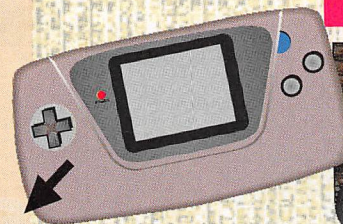


LIU KANG

UPPERCUT

SWEEP

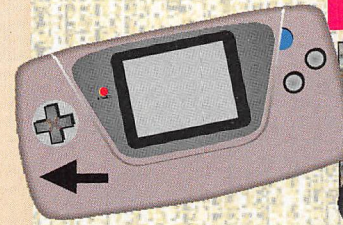
LOW BLOCK



START

PUNCH

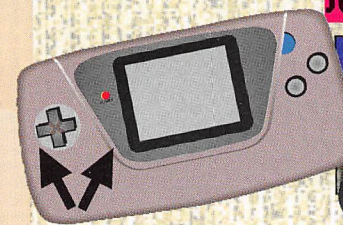
ROUNDHOUSE



JUMPING PUNCH

JUMPING KICK

KNEE



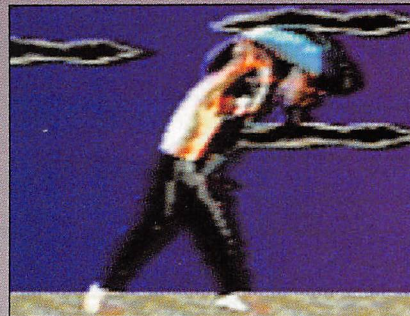
Mortal Moves Game Gear

Fireball



Liu Kang's mommy never taught him that it's not safe to play with fire. Tap Toward, Toward, and Button 1.

Throw



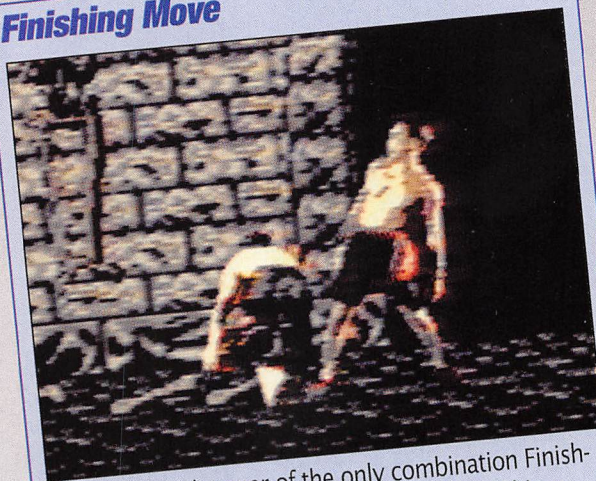
Liu's name was Cang until he became a komatant. What? Never mind. To toss Kang's attackers, move in close to an opponent, then tap Button 1.

Flying Kick



This Flying Kick makes Kang's attackers lose their lunch. Tap Toward, Toward, and Button 2 to initiate this Mortal version of the Heimlich Maneuver.

Finishing Move



Liu's the proud owner of the only combination Finishing Move on the im-Mortal stage. Help him achieve immortality by pressing Toward, Down, Away, Up, and Toward (make a full circle on the pad).

L
I
U
K
A
N
G

Against Cage



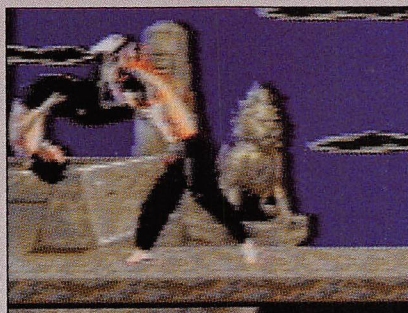
When Cage tries to come in with a Hop Punch, dodge it and then Sweep him off his feet.

Against Cage



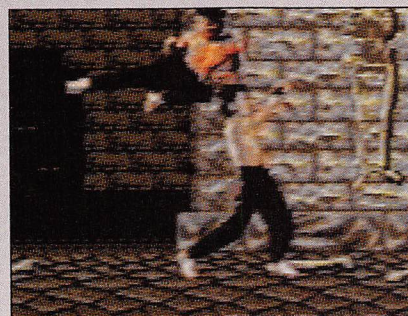
Toss a Fireball to put some fear into Cage, and then follow up with a Flying Kick.

Against Kang



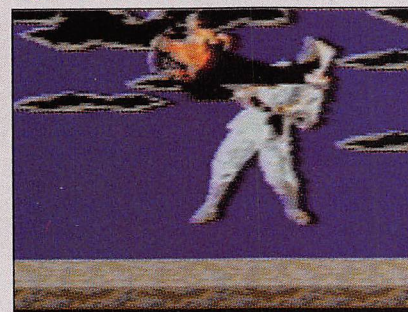
Forget the fancy stuff. Kang's best bet is to try to Throw his mirror image over and over again.

Against Kang



When the other Kang tries to Jump in, tag him with a Flying Kick.

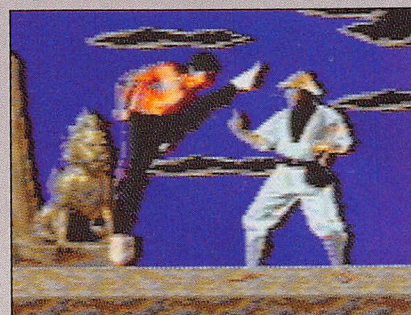
Against Rayden



Per usual, Block Rayden's Torpedo and then counter with Kang's Flying Kick.

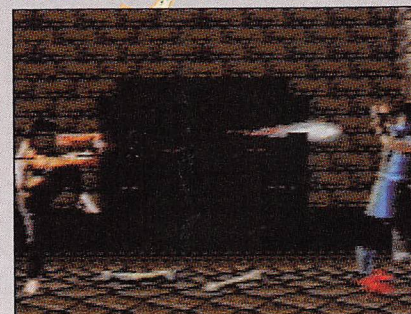
Play Tips Game Gear

Against Rayden

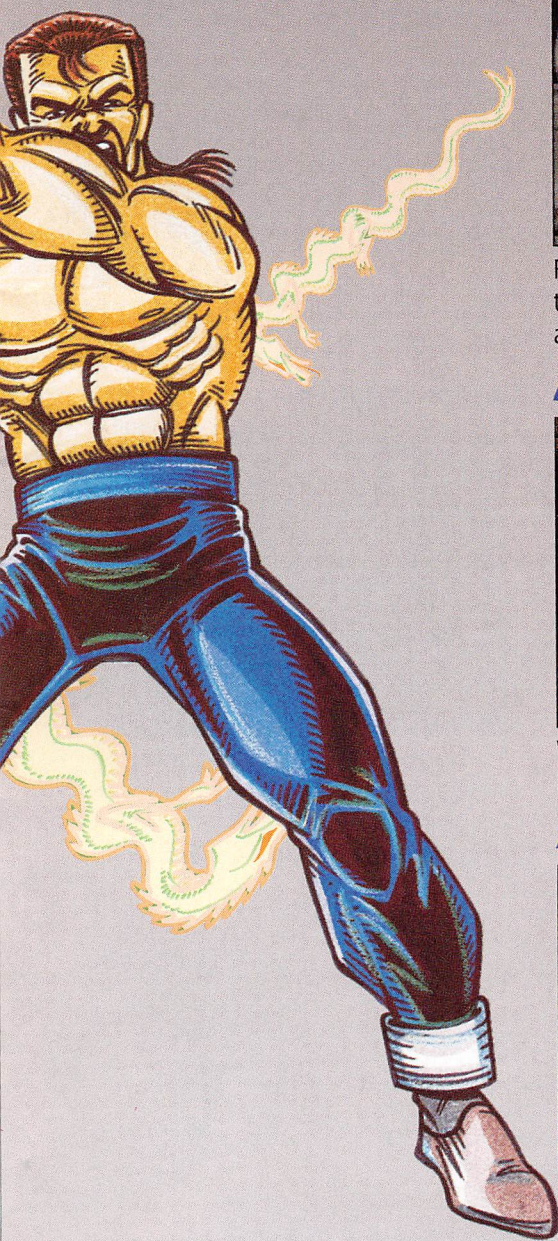


If the Flying Kick doesn't teach Rayden a lesson, Jump Kick the heck out of him until he goes back where he came from.

Against Sub-Zero



Block that Freeze. Tote that bail. Toss that Fireball.

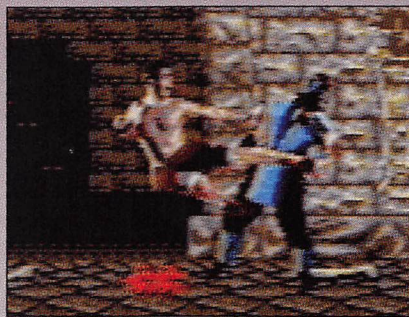


Play Tips Game Gear

L
I
U
K
A
N
G



Against Sub-Zero



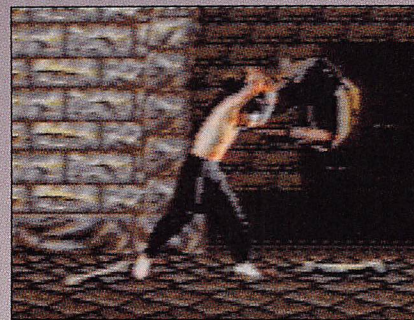
Same old, same old for this match. Flying Kicks and Uppercuts should do the trick.

Against Scorpion



No news here. Block the Harpoon, and try to leap in quickly with a Kick.

Against Scorpion



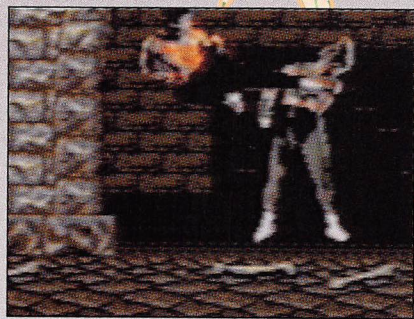
Throw, Throw, Throw Scorpion, gently down the stream...or wherever.

Against Sonya



Stay clear of Sonya or Kang'll get clipped by the Scissor Grab - and the penalty is pretty stiff.

Against Sonya

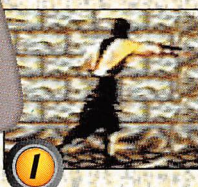


To repeat one more time - don't get too close to Sonya. If Kang tries to leap over her with a Flying Kick, she'll snag him right out of the air with the Scissor Grab.

BASIC ATTACKS



PUNCH



1

KICK



2

HIGH BLOCK

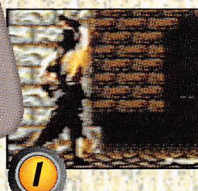


1

START



UPPERCUT



1

CROUCH KICK



2

LOW BLOCK



1

START



AIR PUNCH



1

AIR KICK

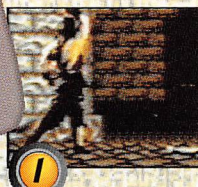


2

SCORPION



UPPERCUT



1

SWEEP



2

LOW BLOCK

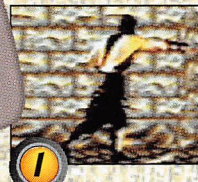


1

START



PUNCH



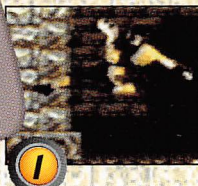
1

ROUNDHOUSE



2

JUMPING PUNCH



1

JUMPING KICK



2

KNEE



1



2

Mortal Moves Game Gear

Harpoon



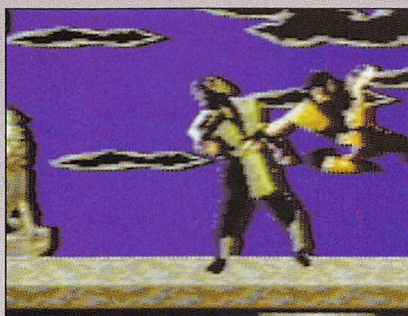
Let your opponent feel the sting of Scorpion's Harpoon. Tap Away, Away, and hit Button 1. They'll get the point.

Throw



Score with Scorpion! Pretend your foe is a football, move in close, tap Button 1, and spiral them offscreen.

Teleport



Anyone up for a game of hide 'n' seek? Scorpion Teleports and reappears with a serious punch by tapping Down, Away, and Button 1. Don't do this one close to the edge of the screen, though.

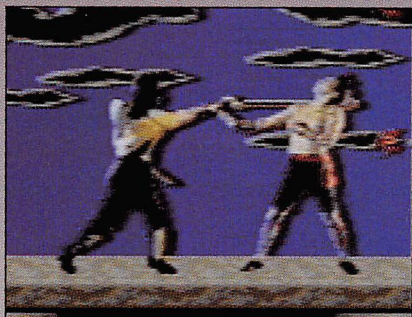
Finishing Move



Scorpion's ready to unmask and burn, baby, burn. Give him a hand by holding Start and hitting Up twice.

SCORPION

Against Cage



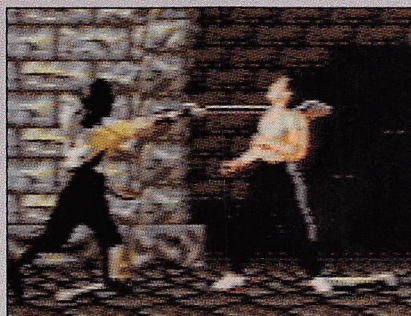
Cage thinks he's pretty hot with his Shadow Kick. Make it even hotter for him by Harpooning him as he comes in with the Kick.

Against Cage



If Cage is still being a pest, Throw him, Throw him, and Throw him until he's too out of it to bother anyone.

Against Kang



Duck Kang's notorious Flying Kick, and then quickly toss him a Harpoon.

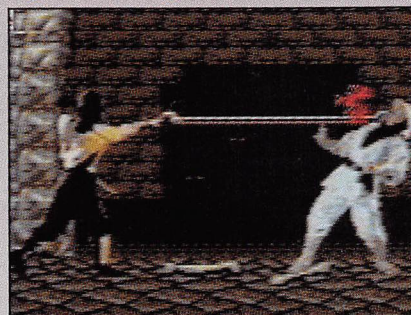
Against Kang



Kang'll of course try to toss his Fireball at poor old Scorpion. No problem, just jump over it and Kick him into oblivion.



Against Rayden

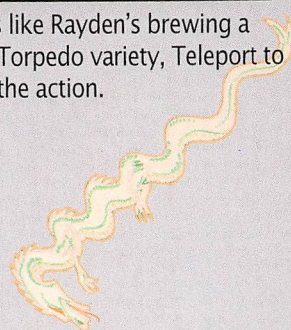


Rayden's a great catch for Scorpion. Just Harpoon him, reel him in, and Throw him back.

Against Rayden



When it looks like Rayden's brewing a storm of the Torpedo variety, Teleport to land clear of the action.



Play Tips Game Gear

SCORPION

Against Sub-Zero



Don't get caught off-guard by the Sub-Zero Freeze. Block it and then it's an easy matter to Harpoon Mr. Zero and do him some serious damage.

Against Sub-Zero



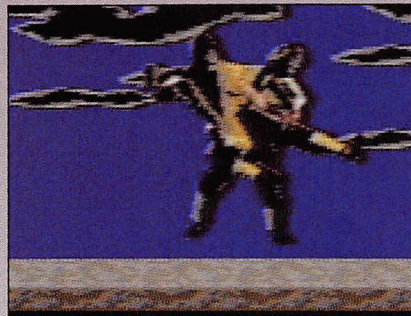
Watch out for the Sub-Zero Slide. Block Low and then quickly peg him with an Uppercut.

Against Scorpion



Put the sting on Scorpion's alter ego by Throwing him, jumping over his prone body, and Throwing him again.

Against Scorpion



Plant an Air kick on Scorpion's head, jump back, and then do it again.

Against Sonya



Sonya really tries to clean house with Scorpion. Try to Sweep her Scissor Grab into the closet.

Against Sonya

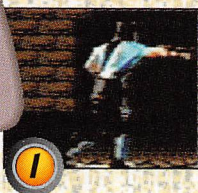


Sonya's likely to try and put a Ring through Scorpion's nose. Block her Rings and toss her a Harpoon. After she's pulled in — nail her with an Uppercut.

BASIC ATTACKS



PUNCH



KICK



HIGH BLOCK



START



UPPERCUT



CROUCH KICK



LOW BLOCK



START



AIR PUNCH



AIR KICK



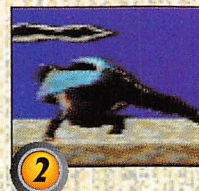
SUB-ZERO



UPPERCUT



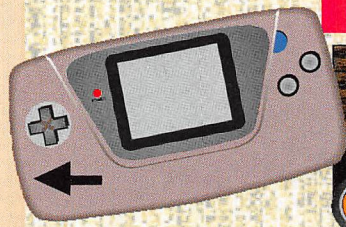
SWEEP



LOW BLOCK



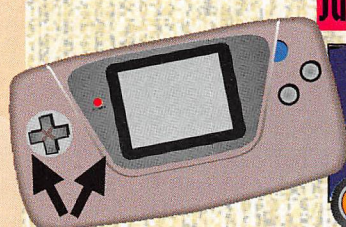
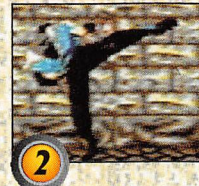
START



PUNCH



ROUNDHOUSE



JUMPING PUNCH



JUMPING KICK



KNEE



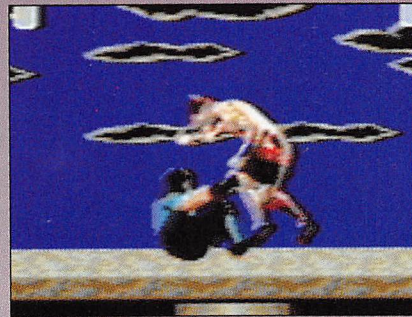
Mortal Moves Game Gear

Freeze



Sub-Zero likes to turn his attackers into popsicles and then eat 'em with his fists. To activate the Freeze, tap Down and Toward and then hit Button 1.

Throw



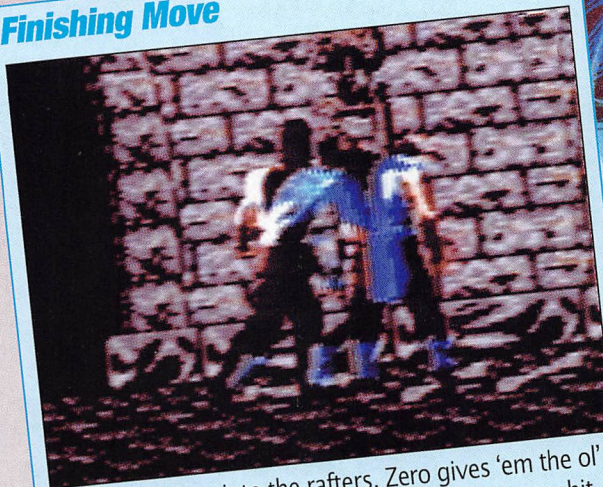
Teach Sub's foes the basic laws of gravity - throw them in the air and let them learn on the way down. Press Button 1 when close.

Slide

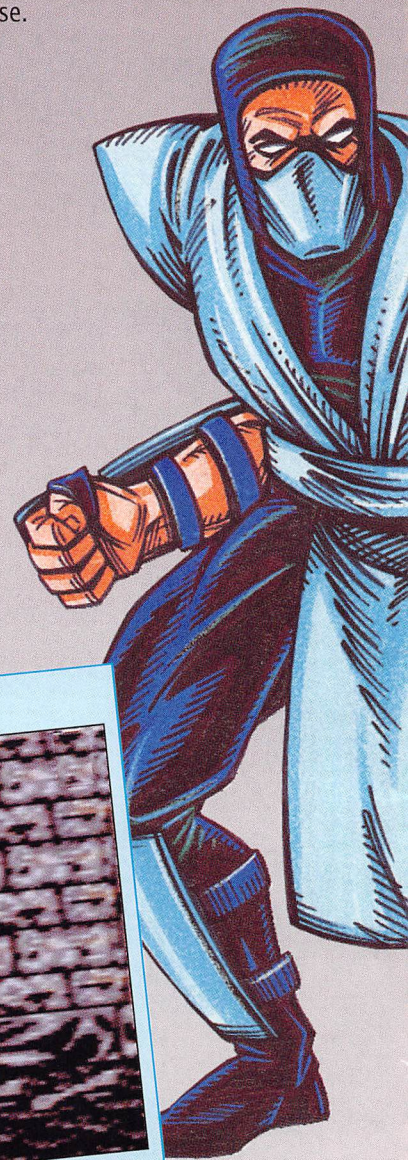


A new dance craze is going to hit the nation and it's called the Sub-Zero Slide. Put Sub's left foot in and then press Away, Away, Button 1, and Button 2.

Finishing Move



To send his foes into the rafters, Zero gives 'em the ol' one, two Uppercut. To pull this deadly final move, hit Toward, Down, Toward, and Button 1.

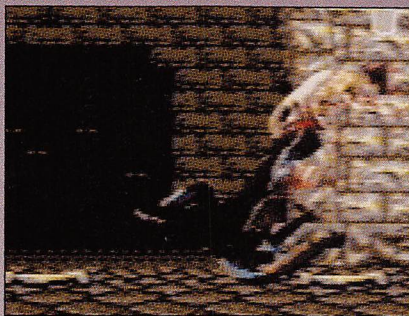


Against Cage



Use Sub's deadly Slide to knock Cage off his feet. While he's still vulnerable, Uppercut him into the sky.

Against Cage



Freeze Cage into submission, then move in and Throw him without mercy.

Against Kang



When Kang tries to come in over Sub-Zero's head with a Flying Kick, duck and then quickly put Kang on ice with the Freeze. From here on out, he's at your mercy.

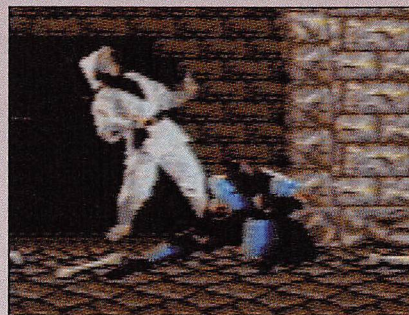
Against Kang



Try to dazzle Kang with a deadly Air Kick to the skull, then, while he's still out of it, quickly Throw him.



Against Rayden

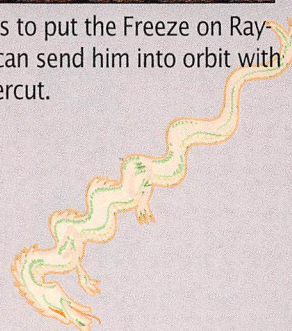
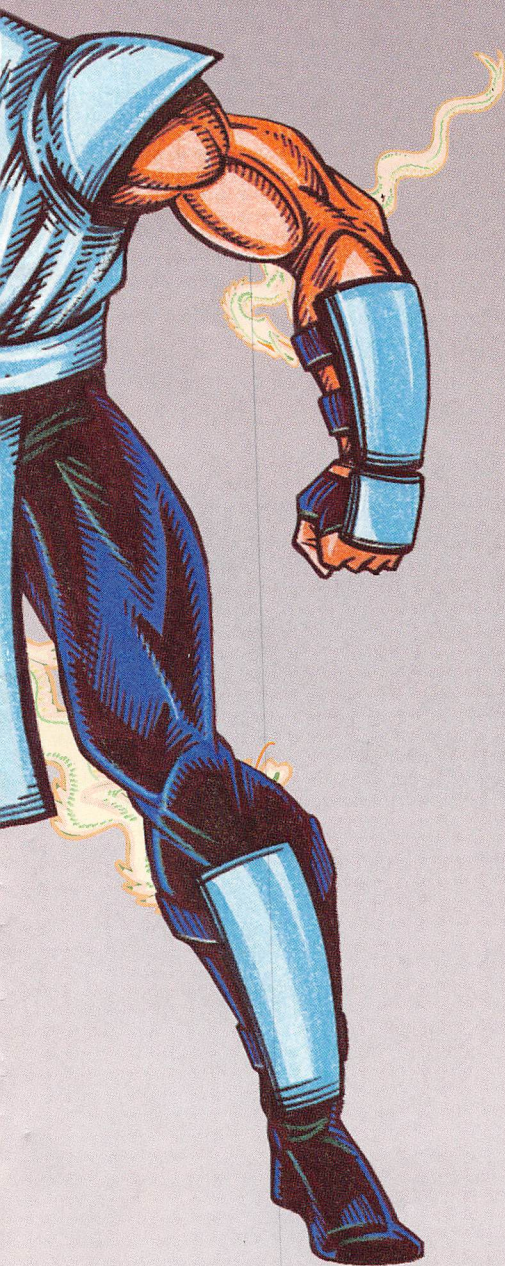


Rayden likes to use his tried and true Torpedo against any comer. To defuse the Torpedo, try to Slide into it.

Against Rayden



If SZ manages to put the Freeze on Rayden, Subbie can send him into orbit with an easy Uppercut.



Play Tips Game Gear

Against Sub-Zero



When Mr. Freeze meets Mr. Freeze the going gets pretty icy. To warm things up, try an alternate strategy - Air Kicks and Throws.

Against Sub-Zero



Keep Sub-Zero number two off balance by Sliding into his Sweeps and Uppercuts.

Against Scorpion



When the inevitable Scorpion Harpoon comes winging in Subbie's direction, Block it and Slide into Scorpion.

Against Scorpion



When Scorpion Teleports to the other side of the screen, begin a Freeze, but aim in the direction where he'll land. Scorpion'll be on ice before he knows what hit him.

Against Sonya



Freeze straight through Sonya's Ring Toss and then annihilate her with an Air Kick.



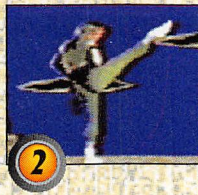
BASIC ATTACKS



PUNCH



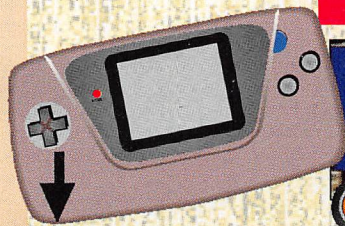
KICK



HIGH BLOCK



START



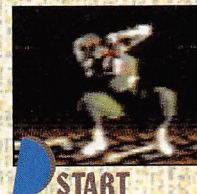
UPPERCUT



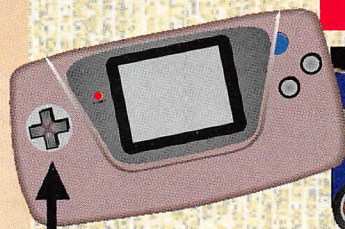
CROUCH KICK



LOW BLOCK



START



AIR PUNCH



AIR KICK



SONYA



UPPERCUT



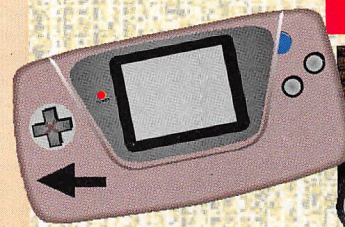
SWEEP



LOW BLOCK



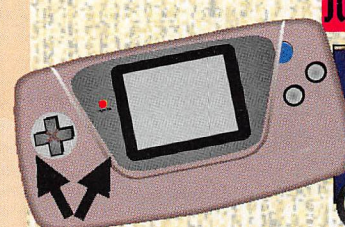
START



PUNCH



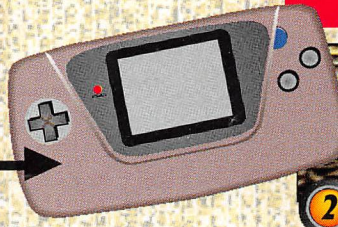
ROUNDHOUSE



JUMPING PUNCH



JUMPING KICK



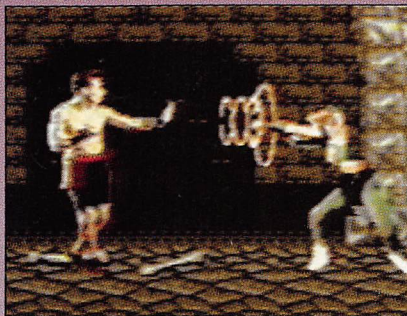
KNEE



Mortal Moves Game Gear

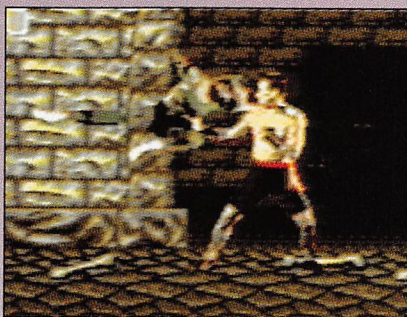
SONYA
BLADE

Ring Toss



Sonya's the black widow of the Mortal Mob - interesting to behold, but deadly. Help her toss her Rings by tapping Away and Button 1.

Square Wave Flight



Sonya can stop a jumping enemy in mid-flight. To execute Air Sonya, tap Toward, Away, and Button 1.

Scissor Grab



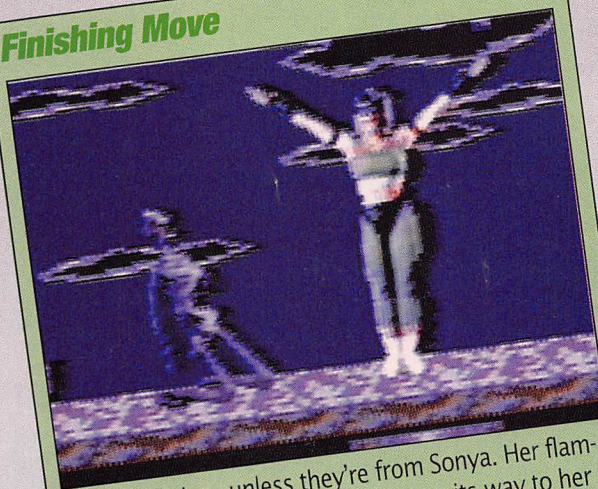
Sonya likes to snip her foes in the bud. She pulls a handstand flip and slams their faces into the floor. Move in close and simultaneously push Down, and Buttons 1 and 2.

Throw



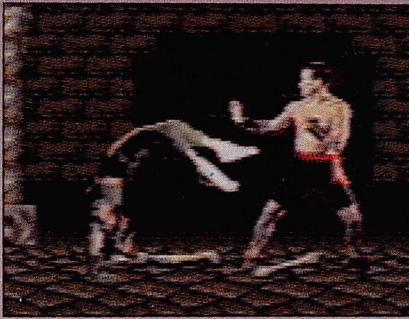
When Sonya asks someone to leave nicely and it doesn't work, she takes matters into her own hands - literally. Give 'em the heave-ho by tapping Button 1 when an enemy's in close.

Finishing Move



Kisses are nice...unless they're from Sonya. Her flaming kiss does a slow-motion dance on its way to her attacker's head and incinerates them where they stand. Give 'em a smack by hitting Toward, Toward, Away, Away, and Start.

Against Cage



Lure Cage in close and then clip his wings with the Scissor Grab.

Against Cage



Sucker Cage in by jumping back so he follows, and then let him have it with a Square Wave Flight.

Against Kang



Kang tries to pull some fancy moves, like his Flying Kick. Keep cool and nail him in the air with the Sonya Scissor Grab.

Against Kang



Try to lead Kang around by the nose by sending a slew of Sonya Ring Tosses right at him.

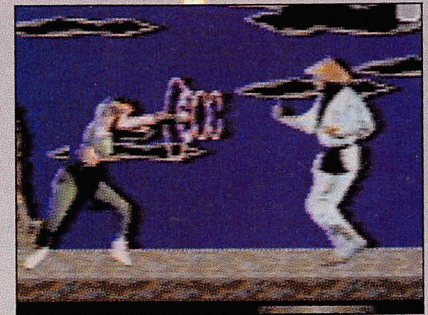


Against Rayden

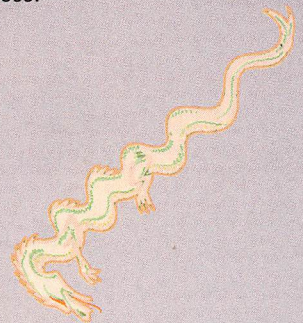
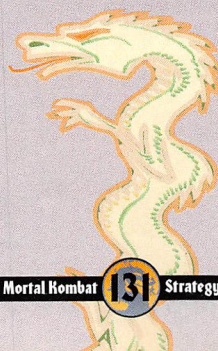


It's cheesy, but easy. Sweep Rayden off his feet again and again.

Against Rayden



Not much else for Sonya to do but Block the Torpedo, and then try to peg Rayden with a Ring Toss.



Play Tips Game Gear

SONYA BLADE

Against Sub-Zero



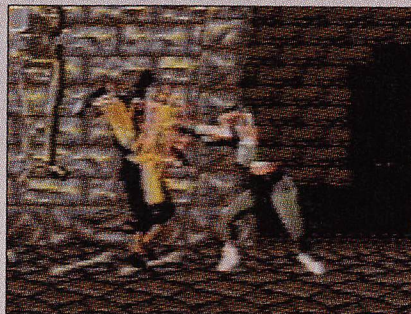
Of course Sub-Zero's gonna try to Freeze Sonya. Don't panic, just jump over the Freeze and then Kick the cad.

Against Sub-Zero



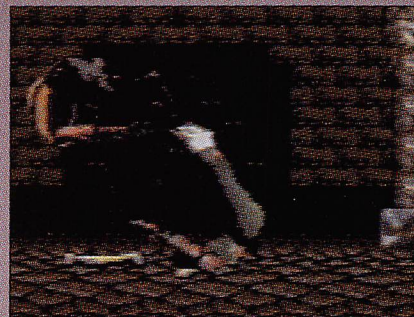
Try to lure Sub-Zero in close to Sonya, and then Scissor Grab him repeatedly until he's done for.

Against Scorpion



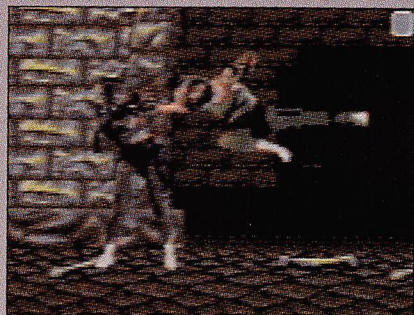
When Scorpion tries to catch Sonya with the Harpoon, Block and then Ring Toss the heck out of him.

Against Scorpion



If Scorpion makes the mistake of coming in too close, Throw him over and over until he learns his lesson.

Against Sonya



It's Russian roulette when Sonya goes head-to-head with her evil twin. Sucker the other Sonya into jumping in and then rearrange her face with a Square Wave.

Against Sonya



If the other Sonya makes the mistake of trying to do the Square Wave, just reach out and touch someone - namely Sonya - with the Scissor Grab.

GAME BOY

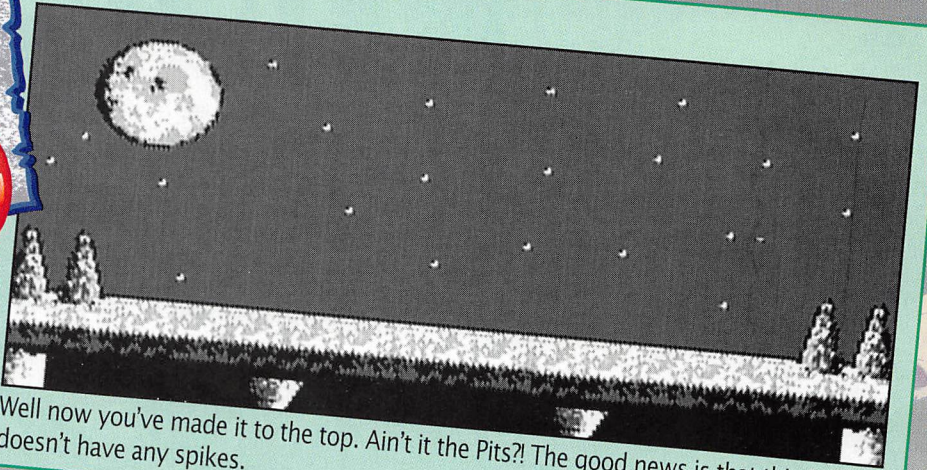




Stage Maps Game Boy

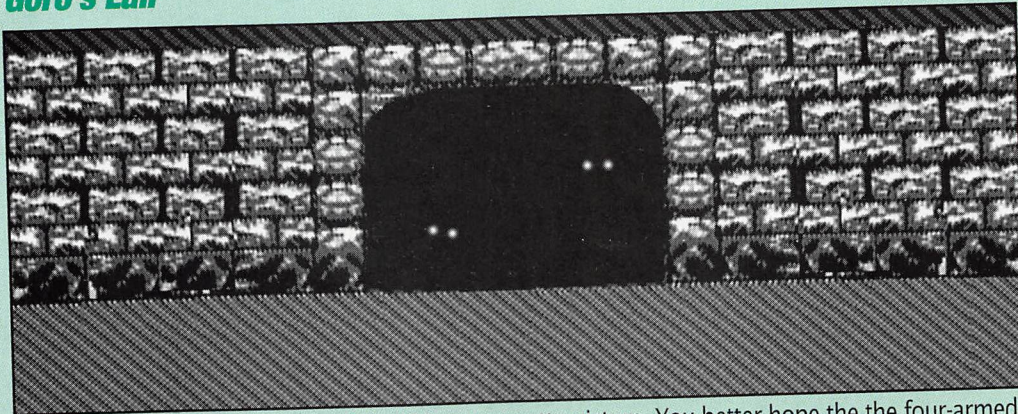


The Pit



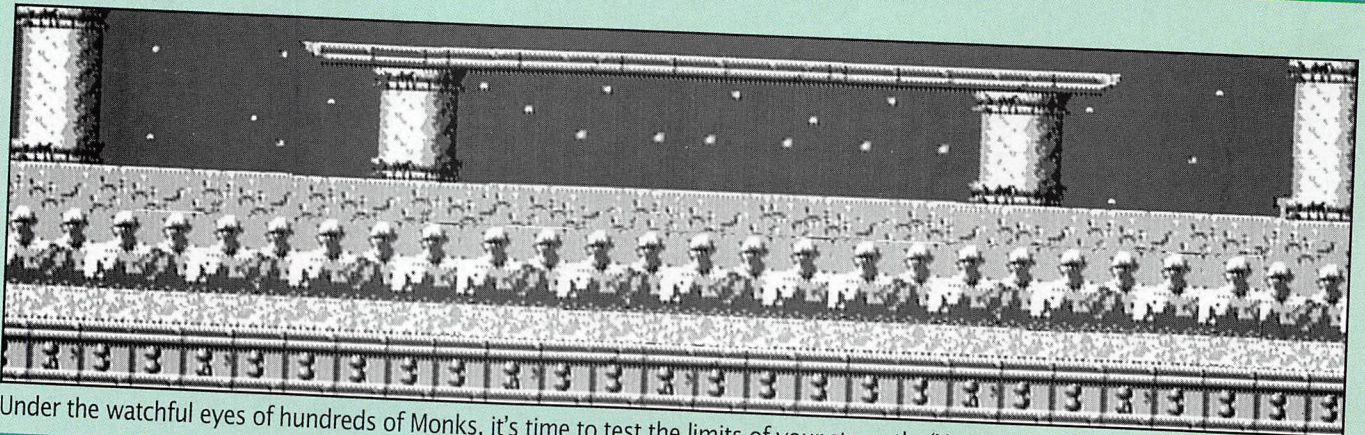
Well now you've made it to the top. Ain't it the Pits?! The good news is that this Pit doesn't have any spikes.

Goro's Lair



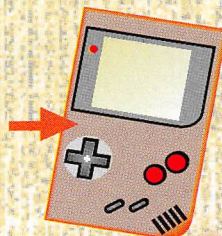
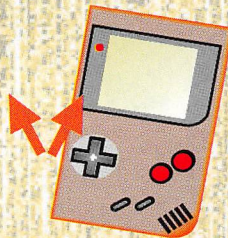
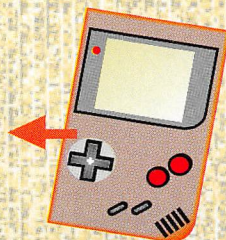
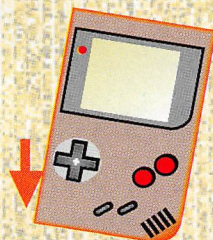
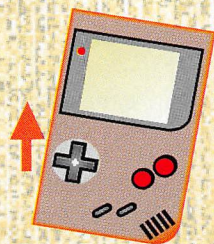
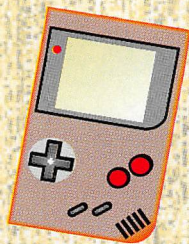
Now you're fightin' on Goro's turf, and it's not a pretty picture. You better hope the the four-armed freak doesn't come home for lunch.

The Courtyard

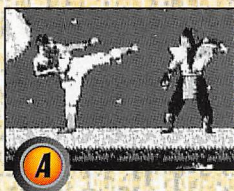


Under the watchful eyes of hundreds of Monks, it's time to test the limits of your strength. (Hey, we wrote it at 2 a.m.)

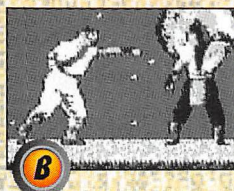
BASIC ATTACKS



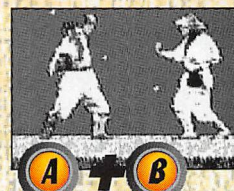
KICK



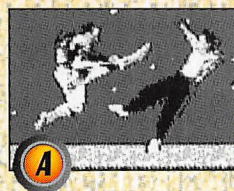
PUNCH



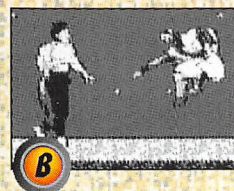
HIGH BLOCK



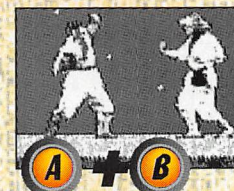
AIR KICK



AIR PUNCH



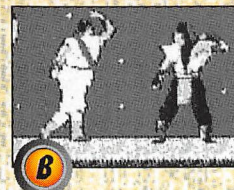
LAND WITH BLOCK



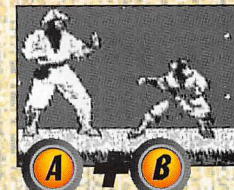
CROUCH KICK



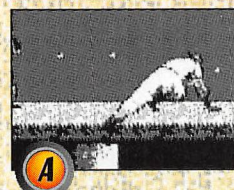
UPPERCUT



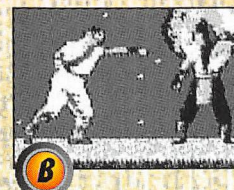
LOW BLOCK



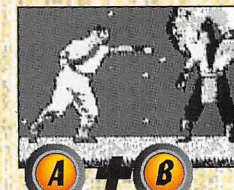
LEG SWEEP



PUNCH



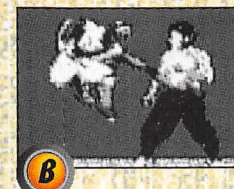
PUNCH



JUMPING KICK



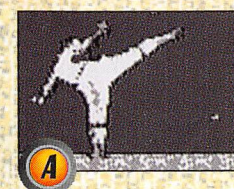
JUMPING PUNCH



KNEE



ROUNDHOUSE



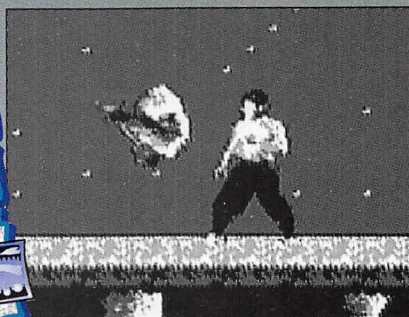
RANO



Mortal Moves Game Boy

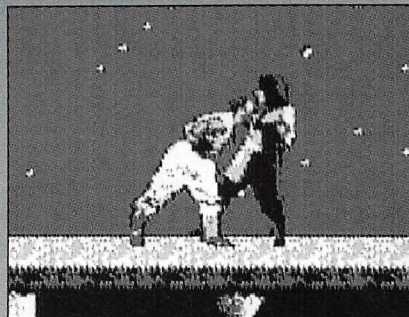
K
A
N
O

Cannonball



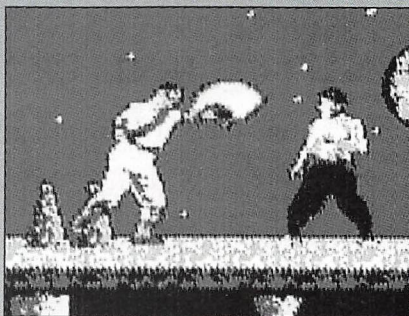
Kano gives a little chest massage...using the metal plate in his head. Move him close to his victim and press Toward, Down, and Away from his opponent.

Head Blow



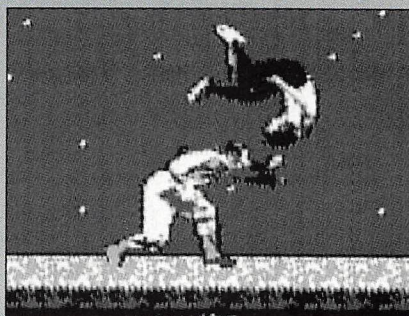
No butts about it...Kano really likes to get a-head. To head butt the competition, move Kano close to his attacker and press Button B.

Knife



Kano likes to stick to the point. Move him Away and then Toward his opponent. Then press Button B to fling the knife right at his foe.

Throw



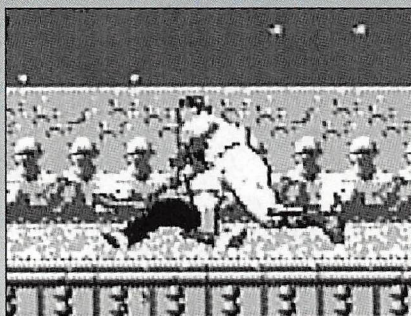
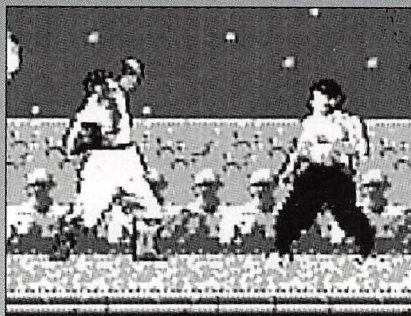
When Kano's around, the match is a tossup. To fling a fighter far away, move Kano close to his foe, press Toward, and finish 'em off with Button B.

Finishing Move



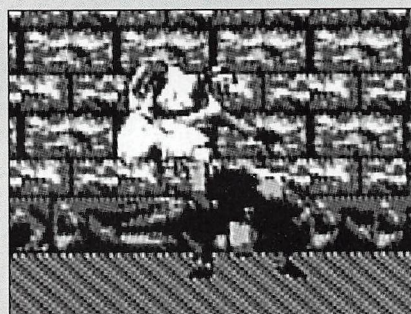
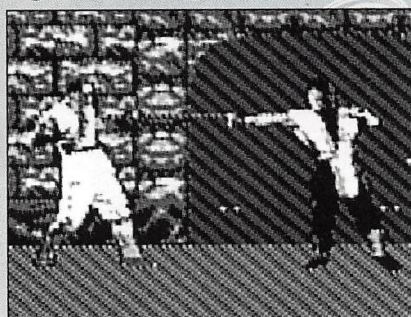
Reach inside of yourself to find that inner strength. Oh, forget it. Kano will do it for you. Have Kano move in close then press Down, Toward, Toward, and hit Button A.

Against Liu Kang



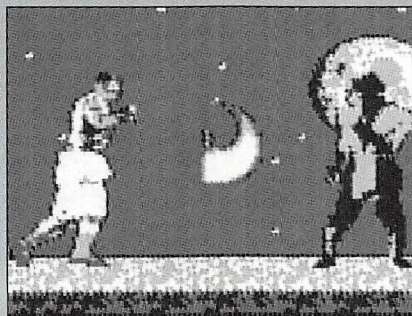
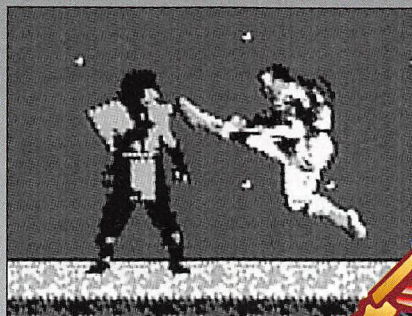
Warning, Liu Kang's Flying Kick attacks are deadly. Block them, and then knock him off his feet with a Sweep.

Against Scorpion



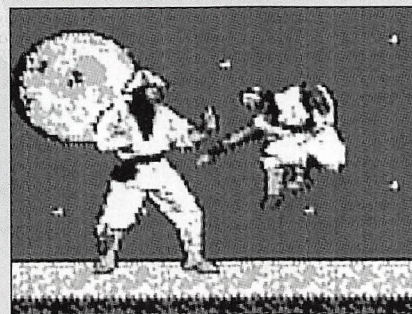
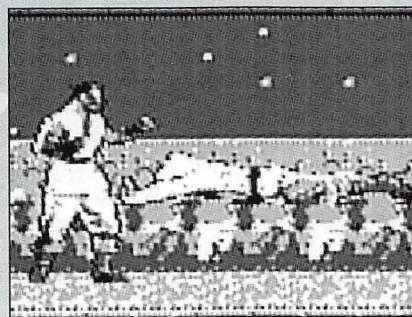
Scorpion likes to live and die by the Harpoon. When he tosses it, Block and then come in with a Jumping Punch.

Against Sub-Zero



Block Sub-Zero's Freeze, then jump in with a Jumping Kick. While Sub-Zero is recovering, throw the Knife.

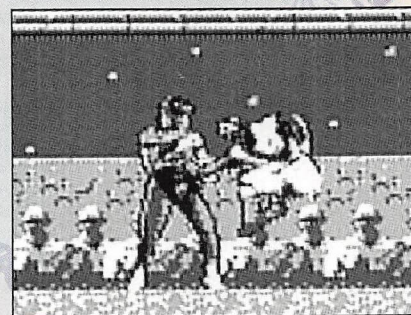
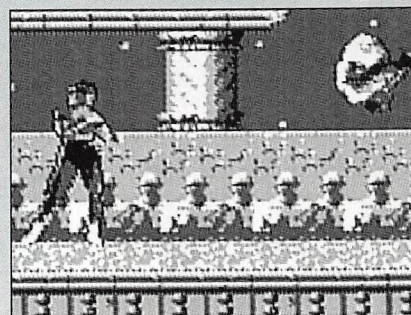
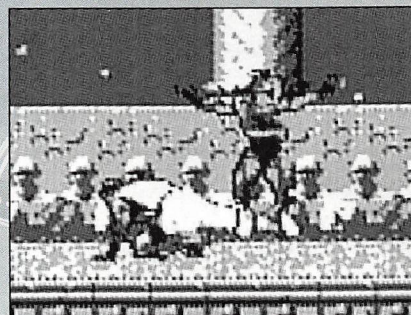
Against Rayden



When the Rayden storm breaks, jump over his Torpedo. Come in at him with a Jumping Punch.

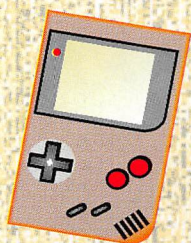
Play Tips Game Boy

Against Sonya

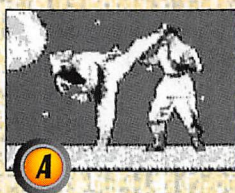


Kano's in good shape if he can manage to pull lotsa leg Sweeps against Sonya. If she crouches to Block a Sweep, jump Away from her, then jump Toward and land an Air Punch.

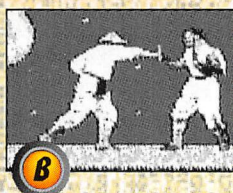
BASIC ATTACKS



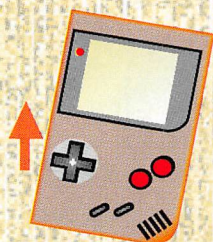
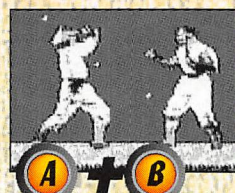
KICK



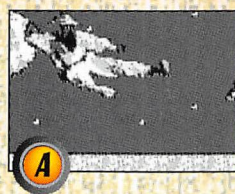
PUNCH



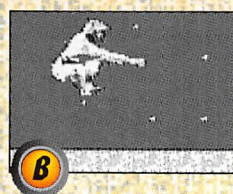
HIGH BLOCK



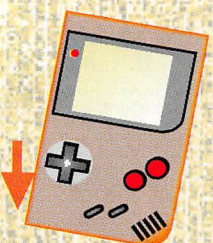
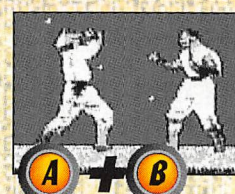
AIR KICK



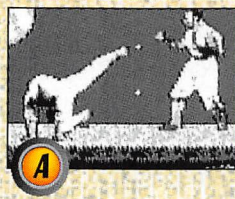
AIR PUNCH



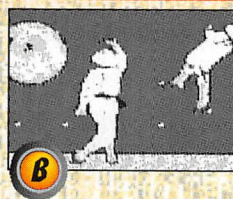
LAND WITH BLOCK



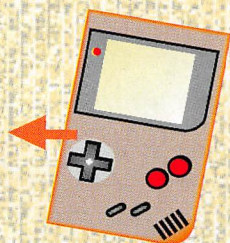
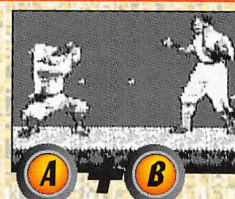
CROUCH KICK



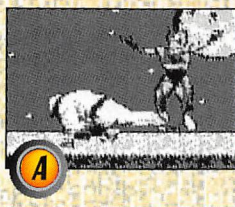
UPPERCUT



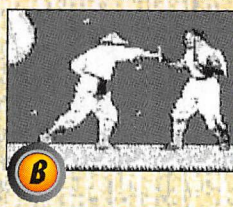
LOW BLOCK



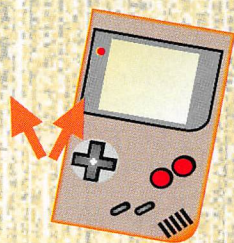
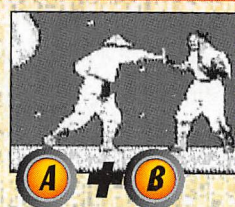
LEG SWEEP



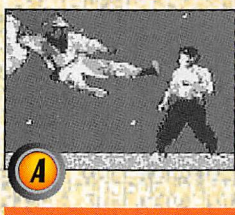
PUNCH



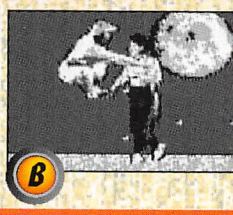
PUNCH



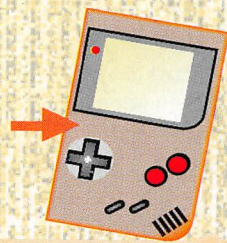
JUMPING KICK



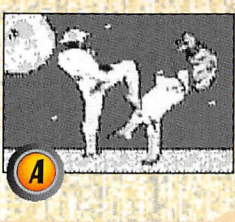
JUMPING PUNCH



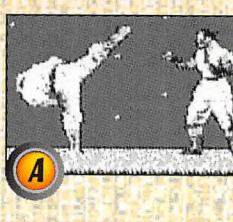
RAYDEN



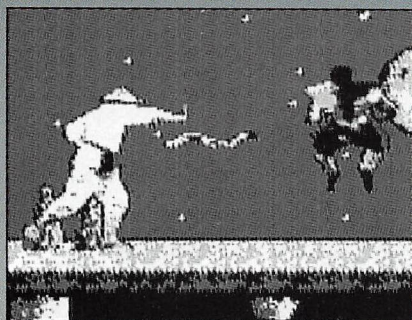
KNEE



ROUNDHOUSE

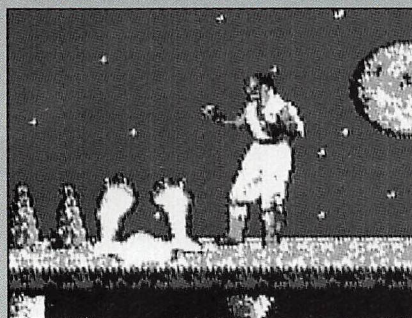


Lightning Throw



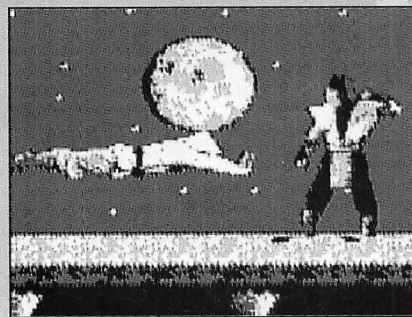
Facing Rayden can be an electrifying experience. To activate his Lightning Throw, press Away, Toward, and then press Button B.

Teleport



You never know when Rayden's going to stop by. To help Rayden Teleport, press Down, and Toward.

Torpedo



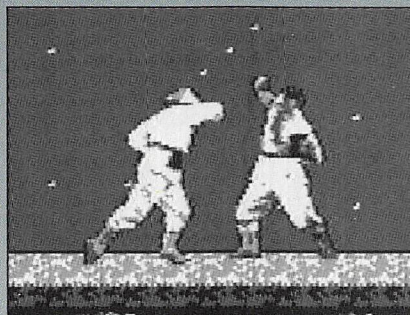
When Rayden lets this zinger fly, his opponent bolts.

To zap an opponent and take 'em down, move Away, Away, Away, and Toward.



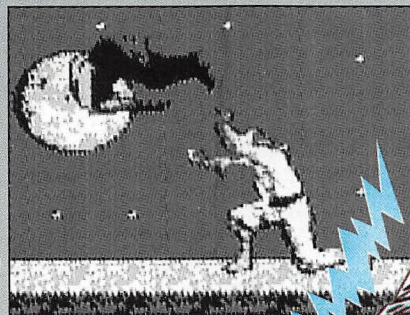
RAYDEN

Head Blow

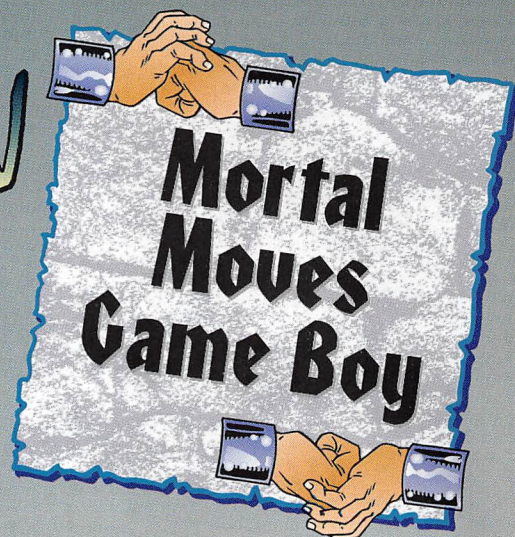


Knock, knock. Who's there? Rayden's head. Get Rayden close to his enemy and press Button B.

Throw



Throw, throw, throw the bloke. Move Rayden close to his attacker, then press Toward and Button B.



Finishing Move

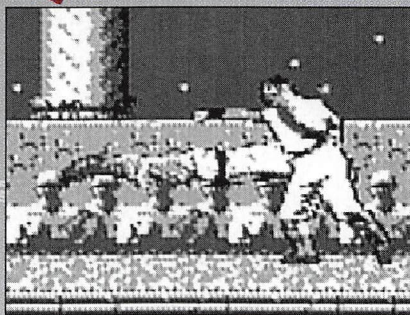
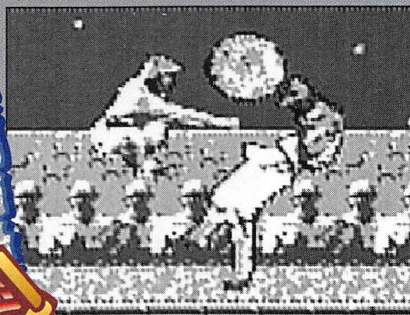


Rayden doesn't hesitate to turn an enemy into a pile of dust with his Lightning Throw. Move him in close, then press Away, Toward, Down, and then finally a High Block.

RAYDEN

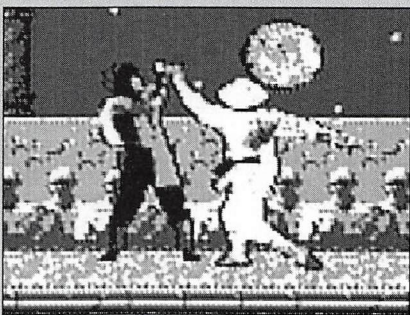
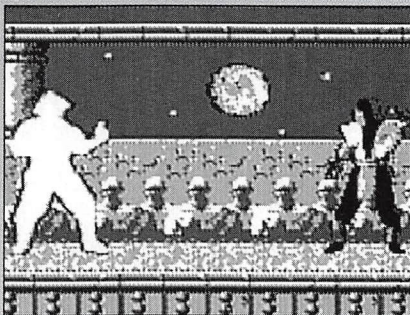
Play Tips Game Boy

Against Kano



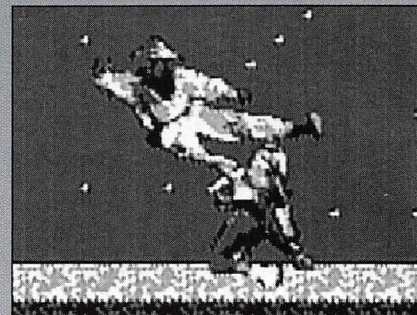
Move in and corner Kano with Air Kicks and Punches. When he's on the ropes, destroy him with Torpedos.

Against Scorpion



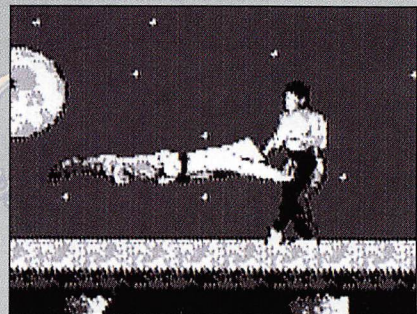
Rayden's got a deadly trick for Scorpion that works just as well on the Game Boy as it does on the SNES. Teleport, and come out fighting with an Uppercut.

Against Sonya



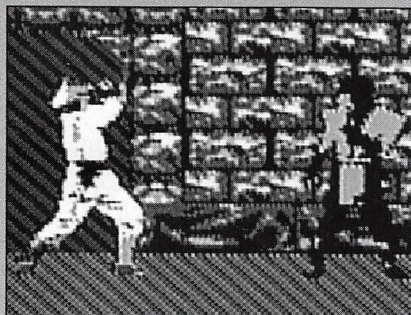
When Sonya tries to play Ring Toss around the rosie, jump over the Rings, and then try to Air Kick her. Then, move in close and Throw her to the ground.

Against Liu Kang



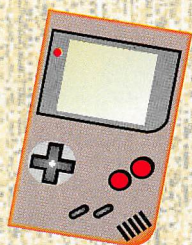
Keep Kang busy with a Torpedo. If he Blocks the move, just knock him down with a Sweep and then tear into him with an Uppercut.

Against Sub-Zero

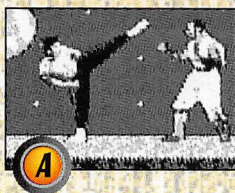


When the temperature drops, be ready to Block Sub-Zero's Freeze - and don't forget to watch out for the Slide. Best bets against this cold character are Sweeps and Torpedos.

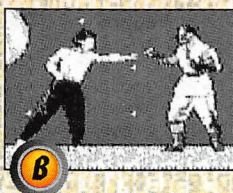
BASIC ATTACKS



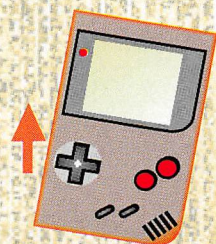
KICK



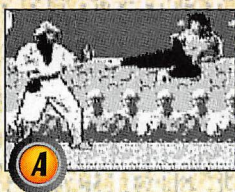
PUNCH



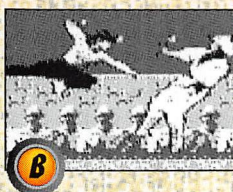
HIGH BLOCK



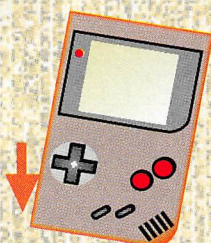
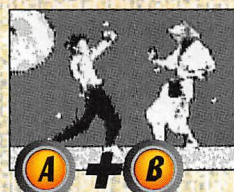
AIR KICK



AIR PUNCH



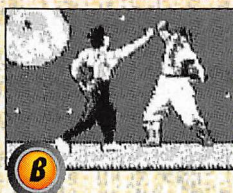
LAND WITH BLOCK



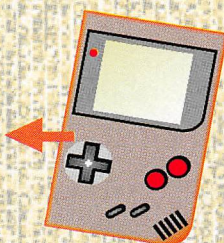
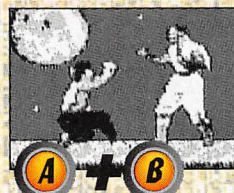
CROUCH KICK



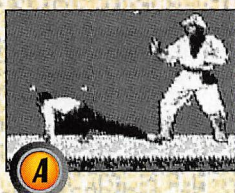
UPPERCUT



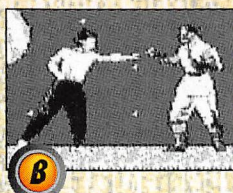
LOW BLOCK



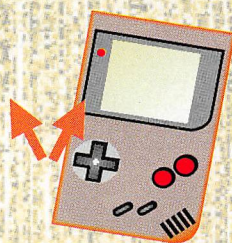
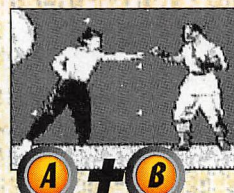
LEG SWEEP



PUNCH



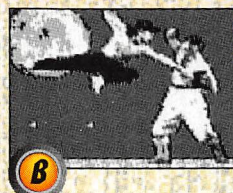
PUNCH



JUMPING KICK

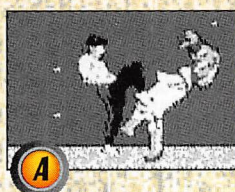


JUMPING PUNCH

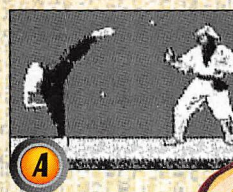


LIU KANG

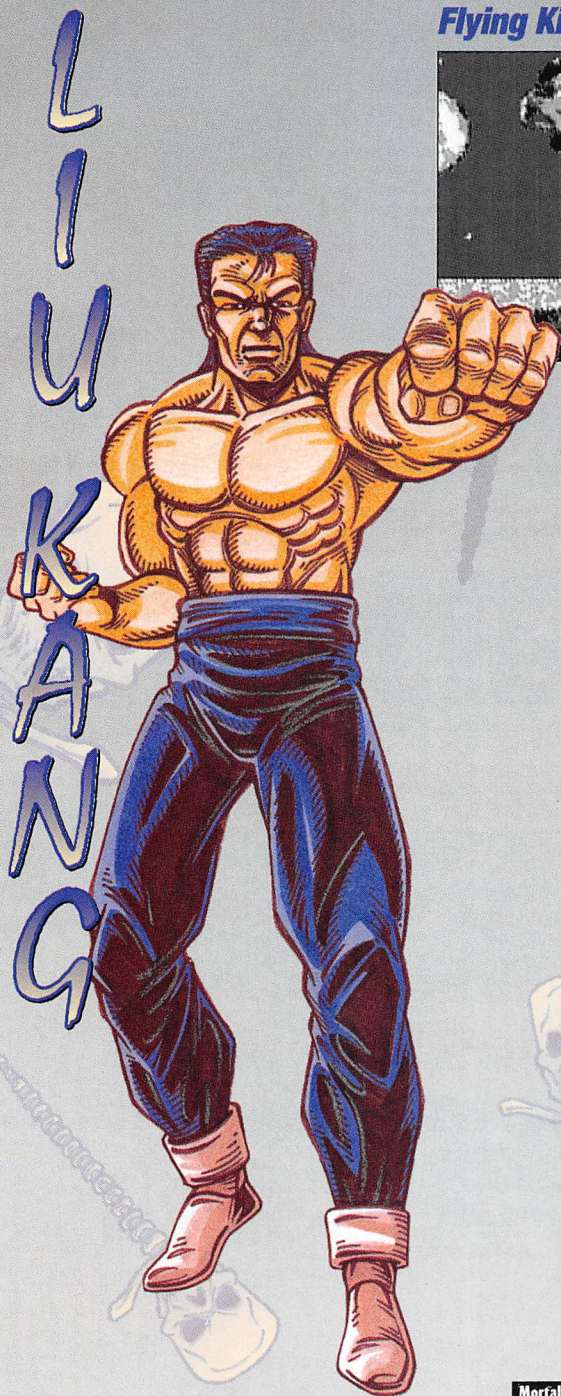
KNEE



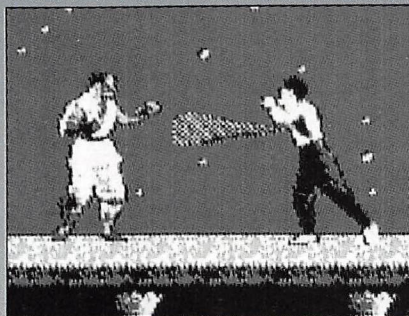
ROUNDHOUSE



Mortal Moves Game Boy

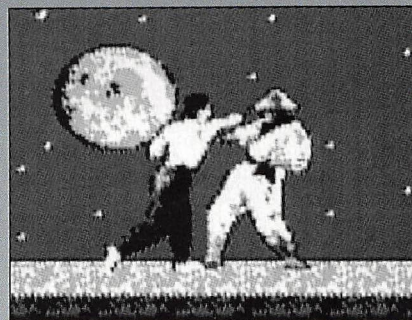


Fireball



Liu Kang throws great balls o' fire. To ignite his Fireball, move Away, Away, and press Button B.

Head Blow



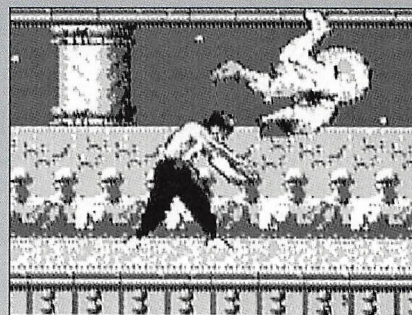
Kang will cut you with this head shot. Move him close to his attacker and hit Button B.

Flying Kick



Liu lets loose with a powerful Flying Kick that puts most opponents flat on their backs. Press Toward, Toward, Toward, and Button A to execute.

Throw



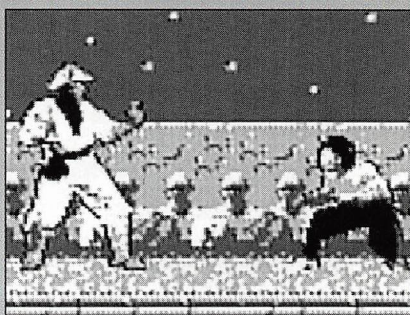
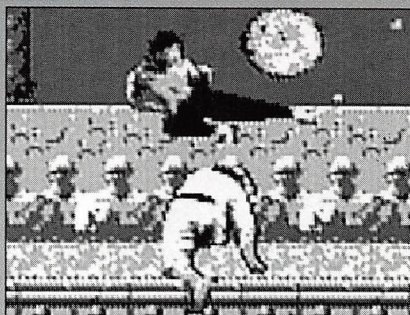
It's a tossup when Liu starts throwing bodies. Put him in close quarters with his foe, then press Toward and Button B.

Finishing Move



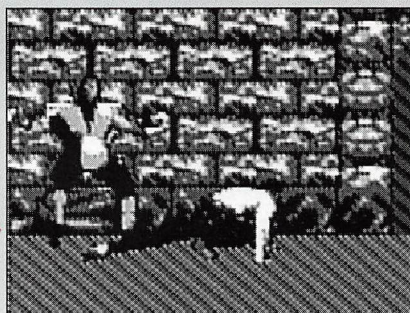
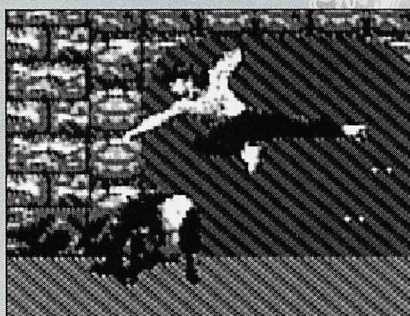
Liu Kang does a Spin Kick followed by an Uppercut that'll knock his opponents offscreen. This move may not be gory, but it is deadly! Push Toward, Toward, Away, and Button B.

Against Rayden



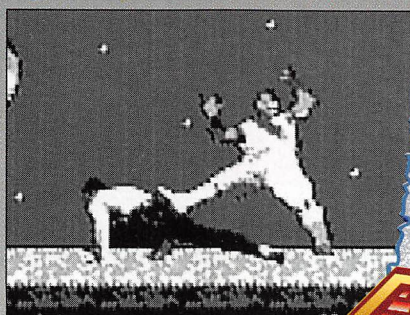
Put Rayden off balance with a quick Flying Kick, but watch out for a counter Torpedo. If Rayden tries to toss Lightning, there's not much to do but duck!

Against Scorpion



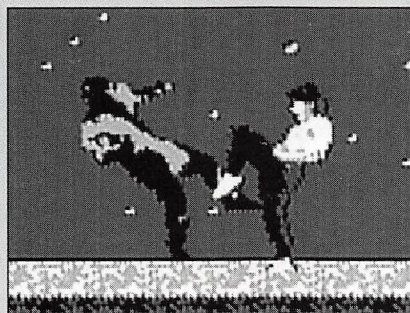
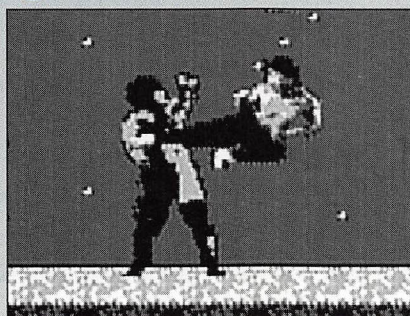
To avoid a painful experience, stay low and out of the way of Scorpion's Harpoon. Try to come in with an Air Punch, then land and Sweep.

Against Kano



It's easier to fight Kano in close than from a distance. Move in on him and then keep him off balance with Sweeps and Throws.

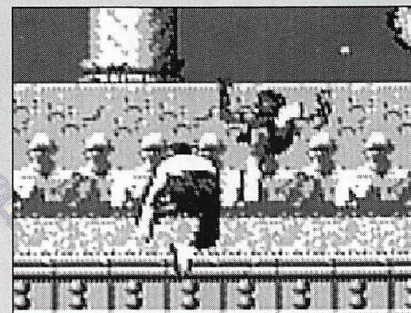
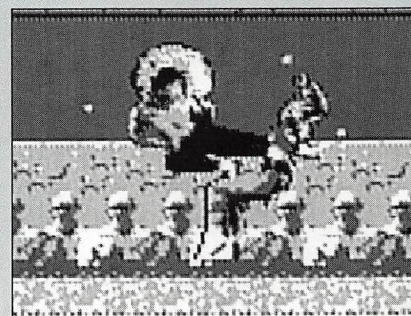
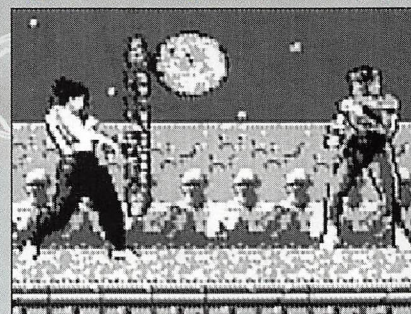
Against Sub-Zero



Try to jump in Toward Sub-Zero's head a lot. When you land, try to either Throw him, or give him a Knee.

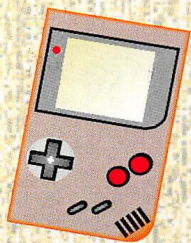


Against Sonya

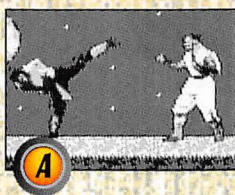


Beware the Ring Toss! Try to nail Sonya from a distance with a Fireball and then leap in with a Flying Kick. If the Flying Kick hits, Sweep Sonya off her feet.

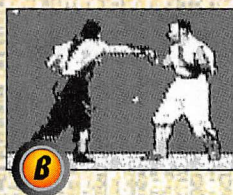
BASIC ATTACKS



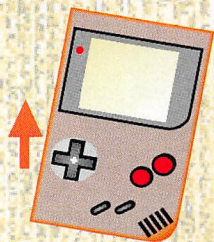
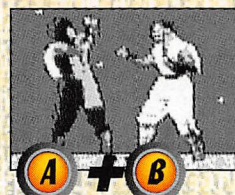
KICK



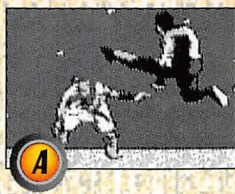
PUNCH



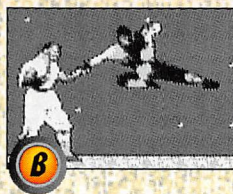
HIGH BLOCK



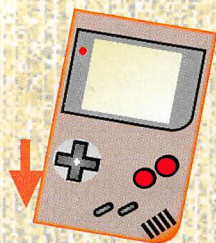
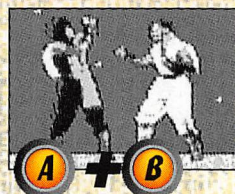
AIR KICK



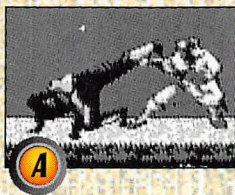
AIR PUNCH



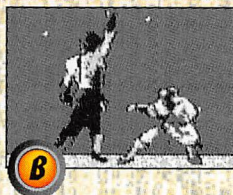
LAND WITH BLOCK



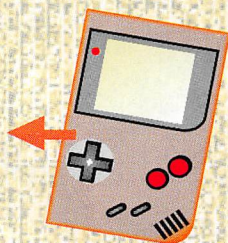
CROUCH KICK



UPPERCUT



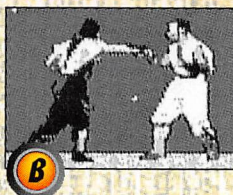
LOW BLOCK



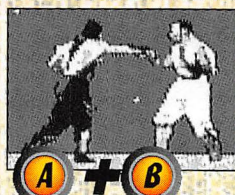
LEG SWEEP



PUNCH



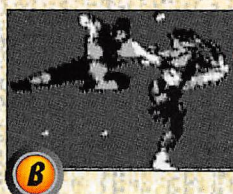
PUNCH



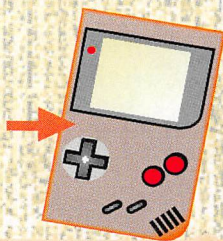
JUMPING KICK



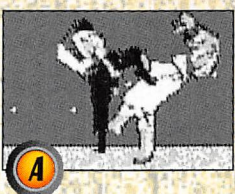
JUMPING PUNCH



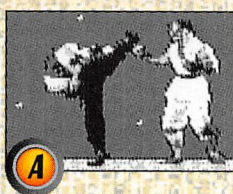
SCORPION



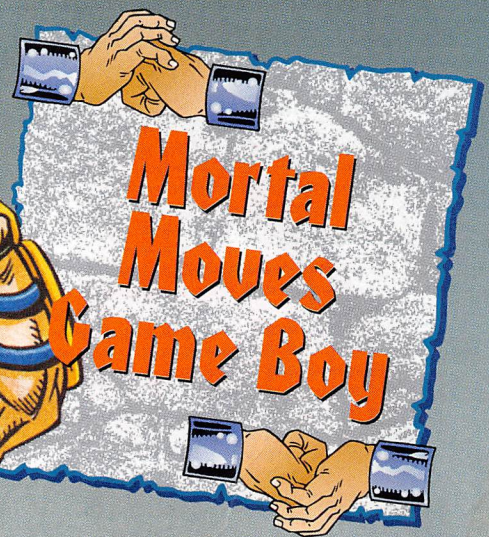
KNEE



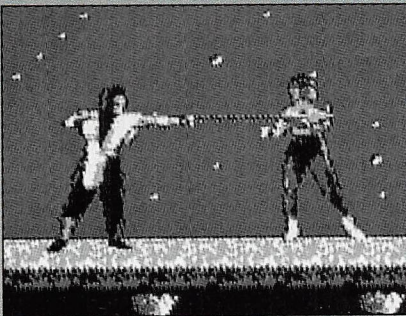
ROUNDHOUSE



SCORPION

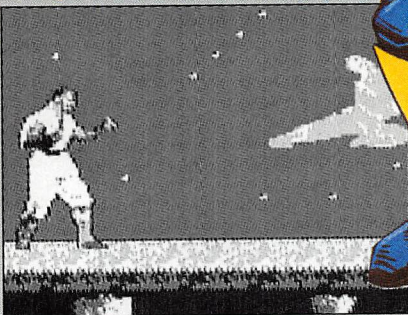


Harpoon



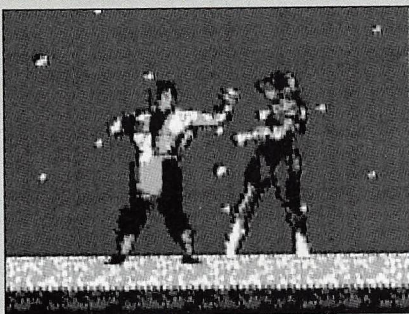
There goes Scorpion again, putting his Harpoon where it's not wanted. To toss the spear and drag an opponent around, move Away, Away, and press Button B.

Teleport



Scorpion plays peek-a-boo punch as he flies off one side of the screen and then reappears on the other, only to land with a solid punch. Hit Toward, Down, and Button A to pull it off.

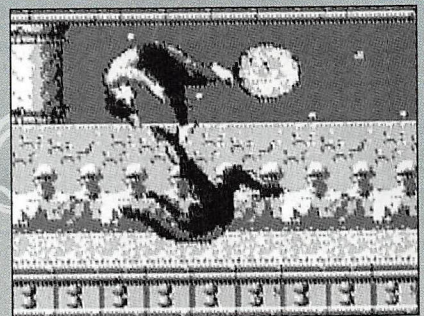
Head Blow



When Scorpion gets close to an opponent, hit Button B and Scorpion's attacker will get his knuckle sandwich delivered - free-of-charge.

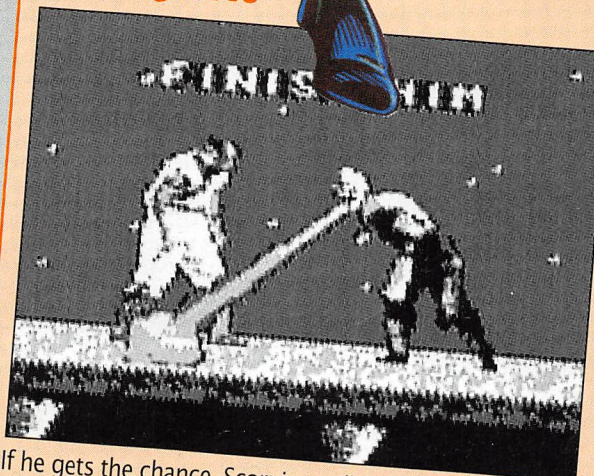


Throw



Scorpion throws his attackers out like they were yesterday's garbage. When he's close to his foe, move Toward and press Button B.

Finishing Move

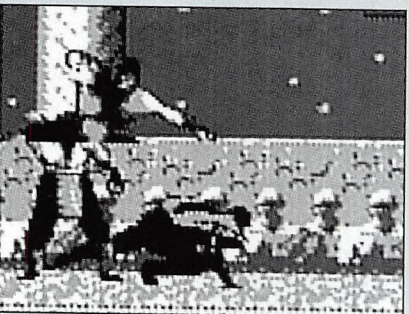
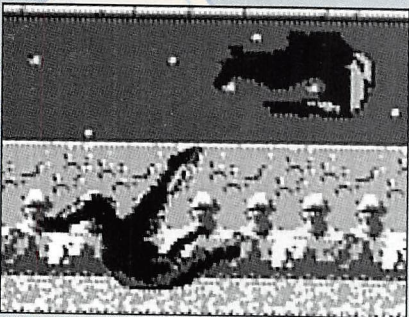
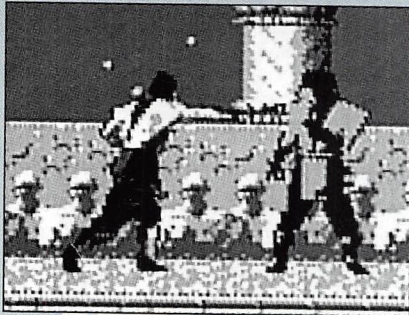


If he gets the chance, Scorpion will fire you up like a dry book of matches. He must first pull off his hood, though. To assist him, push Toward, Toward, Toward, and then simultaneously press Buttons A and B.

SCORPION

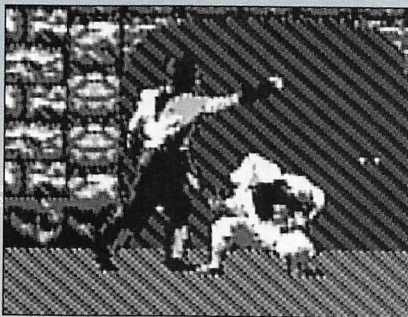
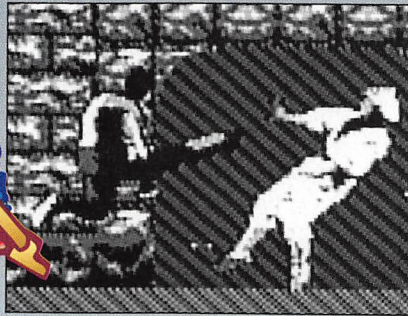
Play Tips Game Boy

Against Sub-Zero



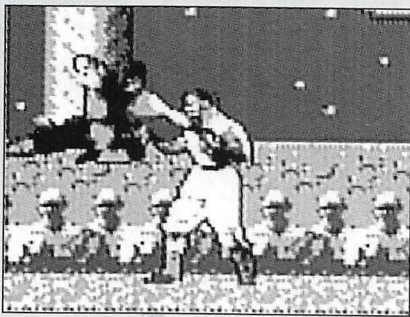
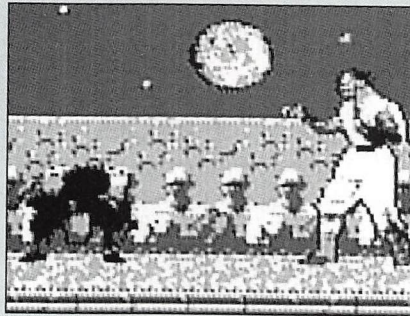
Here's a tried and true Sub-Zero strategy for Scorpion. Toss the Harpoon just as the match starts. While Sub-Zero is still reeling, Throw him. Before he lands on the other side of the screen, Teleport, and hit him again when he lands.

Against Rayden



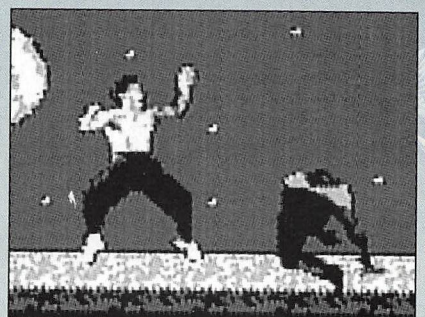
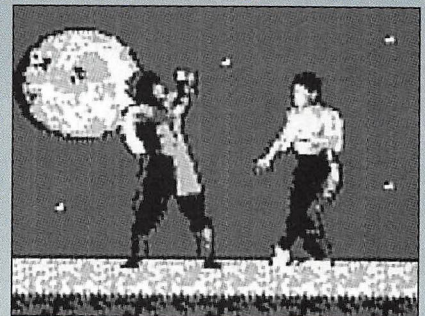
It sounds simple, but it works. Throw the Harpoon at Rayden. If he Blocks, jump in with an Air Kick. If the kick gets Blocked, land and immediately try an Uppercut.

Against Kano



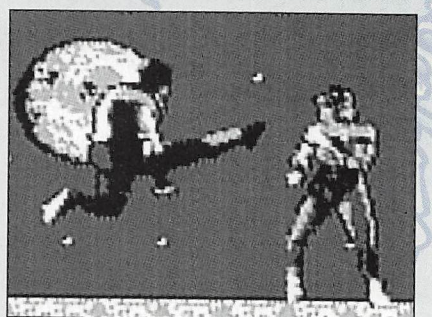
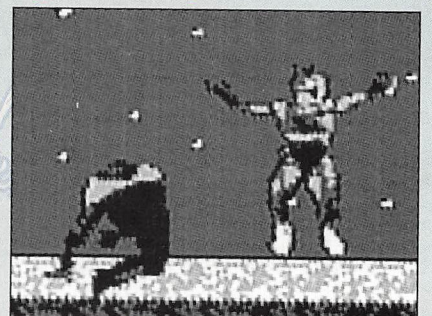
When crazy Kano goes into a Cannonball, duck, then Teleport. Land, Teleport again immediately, and slam the opposition.

Against Liu Kang



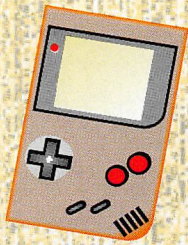
When Liu Kang takes to the skies with his trademark Flying Kick, High Block. When Kang lands in front of you, Sweep him immediately.

Against Sonya

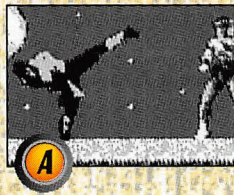


Don't get in too close, or Sonya will rock Scorpion's world. Instead, try to Sweep, then jump back and in again with a Jumping Kick.

BASIC ATTACKS



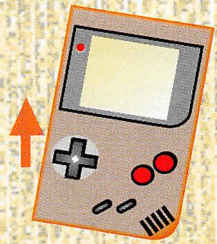
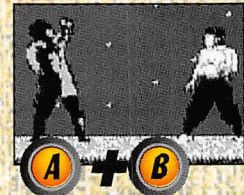
KICK



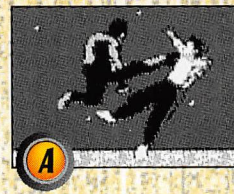
PUNCH



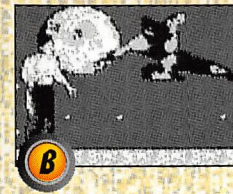
HIGH BLOCK



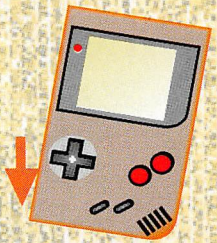
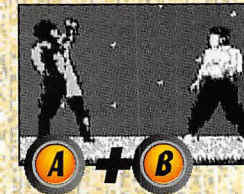
AIR KICK



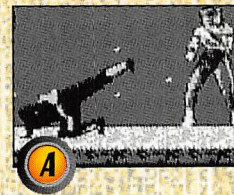
AIR PUNCH



LAND WITH BLOCK



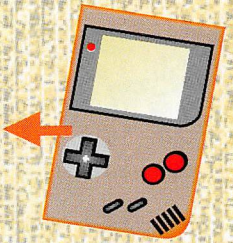
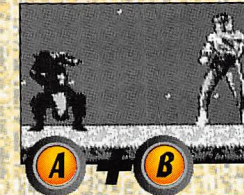
CROUCH KICK



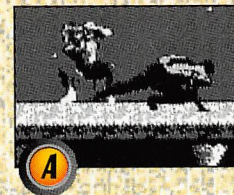
UPPERCUT



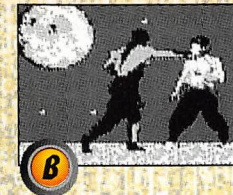
LOW BLOCK



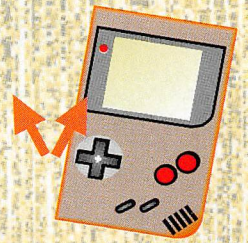
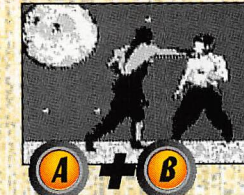
LEG SWEEP



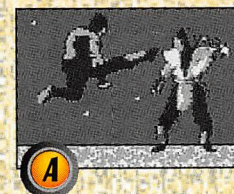
PUNCH



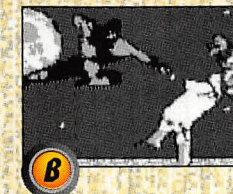
PUNCH



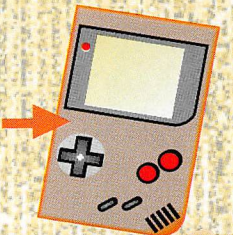
JUMPING KICK



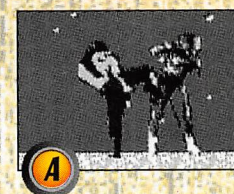
JUMPING PUNCH



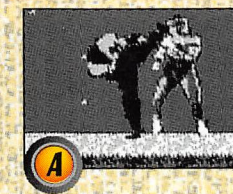
SUB-ZERO



KNEE



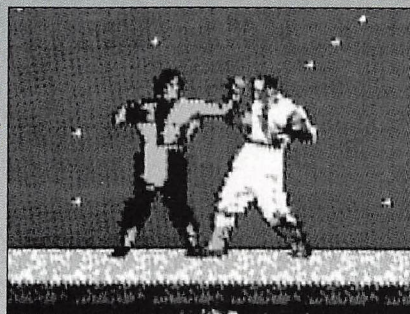
ROUNDHOUSE



Mortal Moves Game Boy

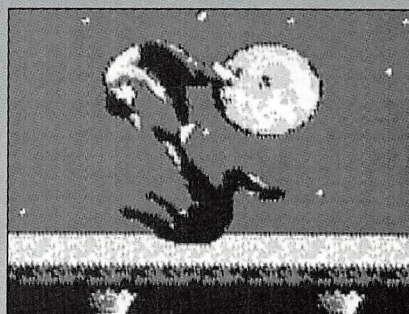
SUB-ZERO

Head Blow



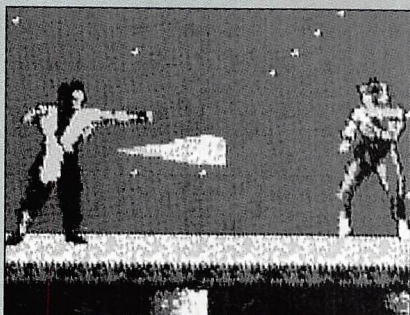
Sub-Zero leans right down your throat with this up-close-and-personal fist-in-your-face. Get close to the enemy, and press Button B.

Throw



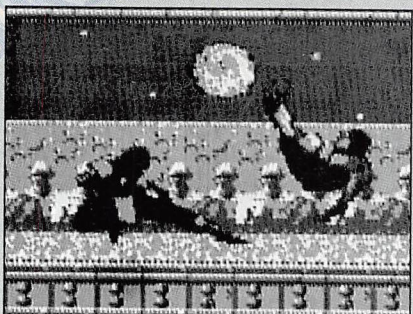
Sub-Zero throws his attackers for a loop with his toss. Sneak Mr. Zero in close to his foe, press Toward, and then hit Button B.

Freeze



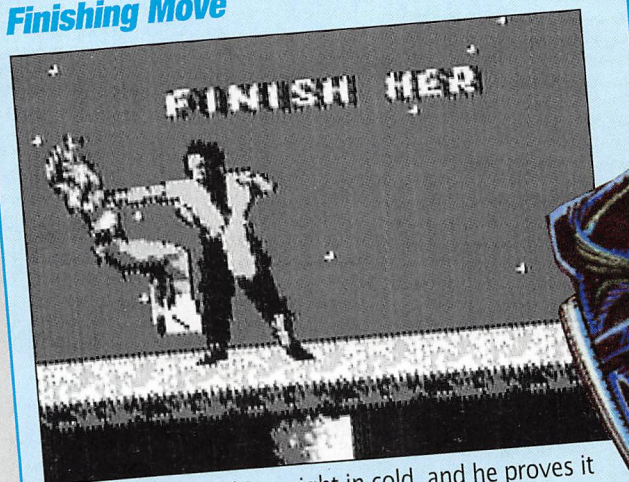
Sub-Zero's Freeze stops enemies...cold! To chill out, press Away, Toward, and then hit Button A.

Slide



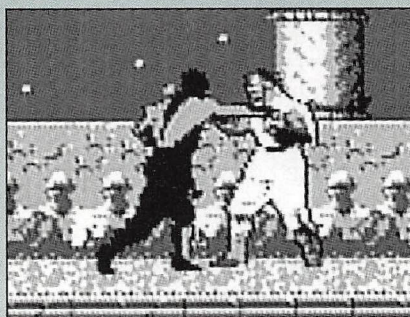
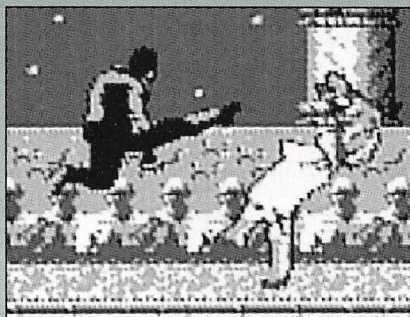
Subbie's slip-sliding away, and it's deadly for his attacker. Slip it to Sub-Zero's opponent by moving him Toward, Down, and then pressing Button B.

Finishing Move



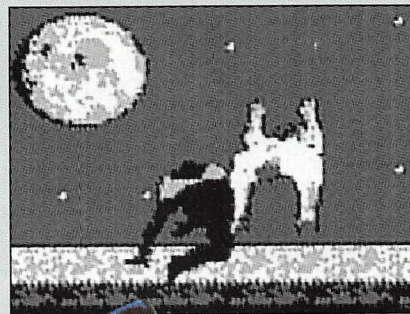
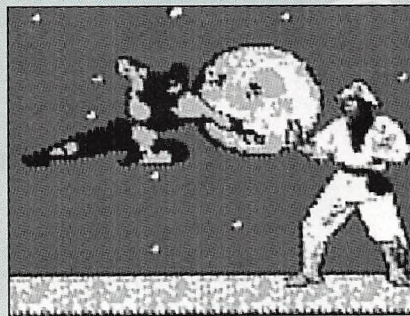
Sub-Zero is worth his weight in cold, and he proves it with his terrifying Finishing Move. Sub freezes an opponent, and then busts them up. To cool things down, press Toward, Down, Toward, and Button B.

Against Kano



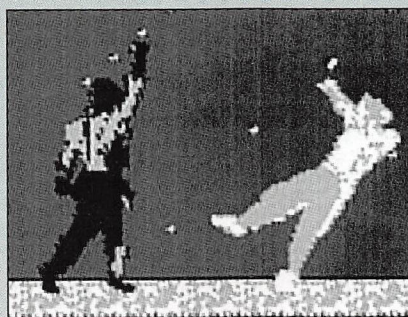
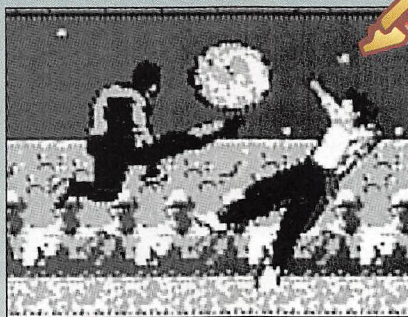
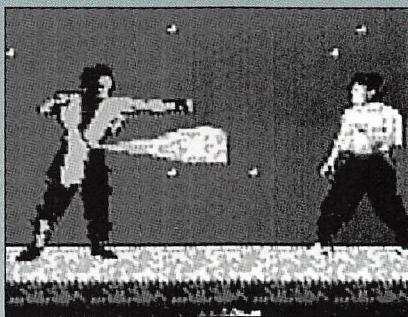
Come in with a Jumping Kick and before Kano hits the ground, walk over to his side of the screen and High Punch him.

Against Rayden



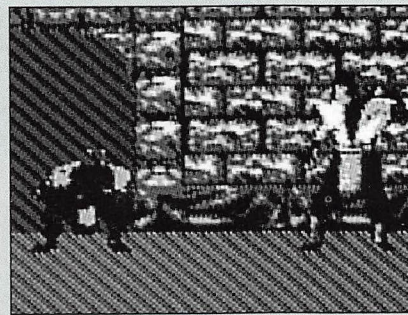
As always with Rayden, watch out for the Torpedo. Move close to Rayden, jump up, Air Punch him two times, then Sweep him out the door.

Against Liu Kang



Chill out Kang with the Freeze, and follow up with an Air Kick. If Kang isn't close enough for the Freeze, jump to his side of the screen and Uppercut him. The second he hits the ground, start the motion for another Freeze.

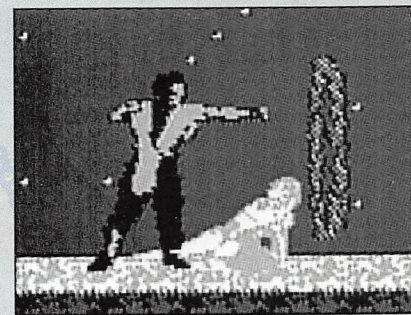
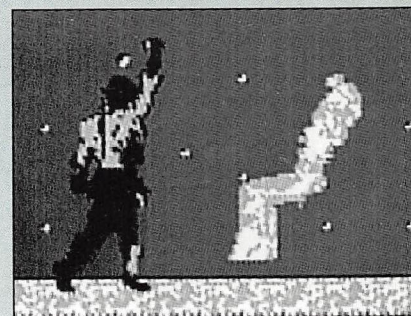
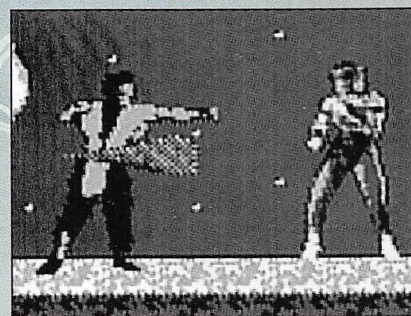
Against Scorpion



Don't bother to Block the Harpoon. It's easier to just duck when the spear comes winging across the screen.

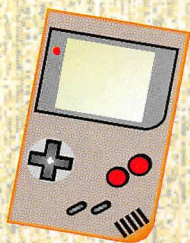


Against Sonya



Sub-Zero should immediately throw the Freeze at Sonya and quickly follow it up with an Uppercut. Before Sonya defrosts on the ground, charge for the next Freeze.

BASIC ATTACKS



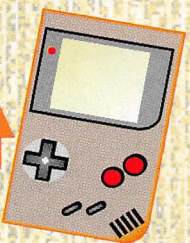
KICK



PUNCH



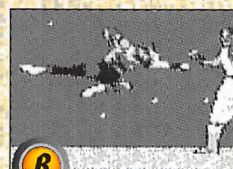
HIGH BLOCK



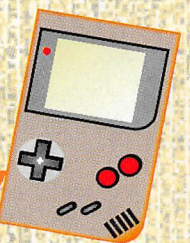
AIR KICK



AIR PUNCH



LAND WITH BLOCK



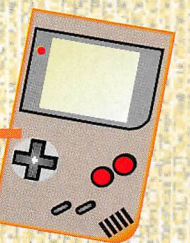
CROUCH KICK



UPPERCUT



LOW BLOCK



LEG SWEEP



PUNCH



PUNCH



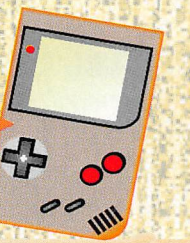
JUMPING KICK



JUMPING PUNCH



SONYA



KNEE

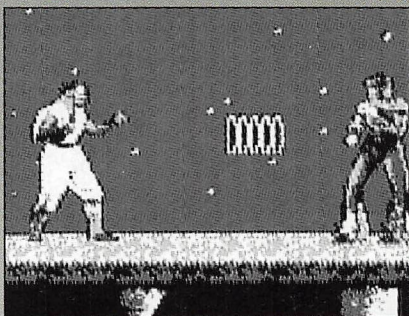


ROUNDHOUSE



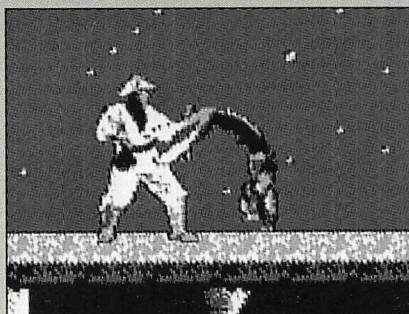
SONYA BLADE

Ring Toss



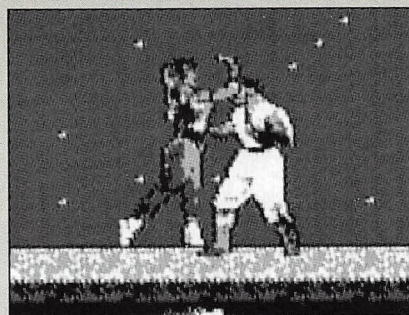
Sonya thinks her attackers are dead ringers, and they will be after she tosses her energy rings at them. Move Away two times, and then hit Button B to fire her Rings.

Scissor Grab



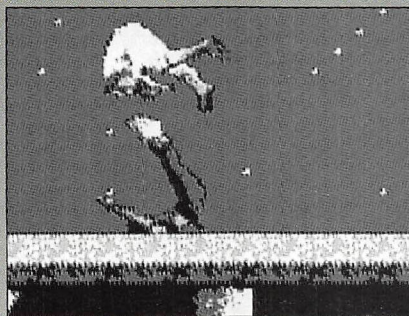
Sonya's legs do the talking with this killer move. To activate her leg lock, press Down, then press A, and B to flip into a handstand and grab the enemy.

Head Blow



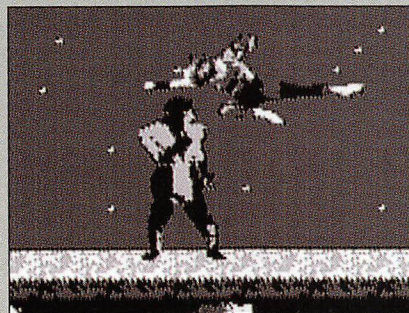
When her foes get hysterical, Sonya slaps them in the face. Slide in close and press Button B.

Throw



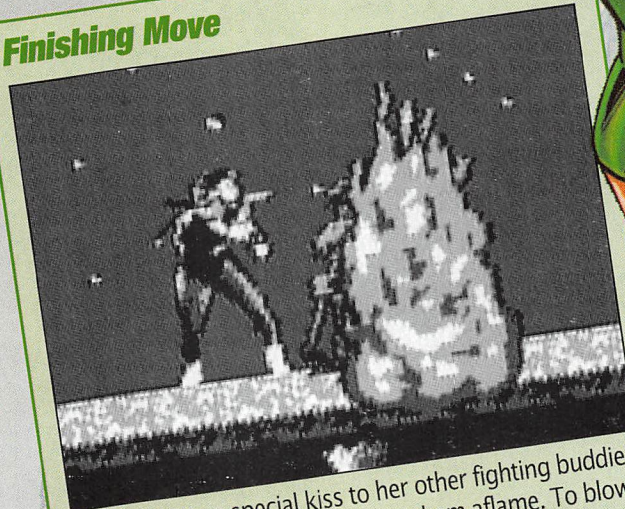
Sonya likes to throw 'em up, throw 'em down, throw 'em all around. To pull it off, put her close to her attacker, press Toward, and then hit Button B.

Square Wave Flight

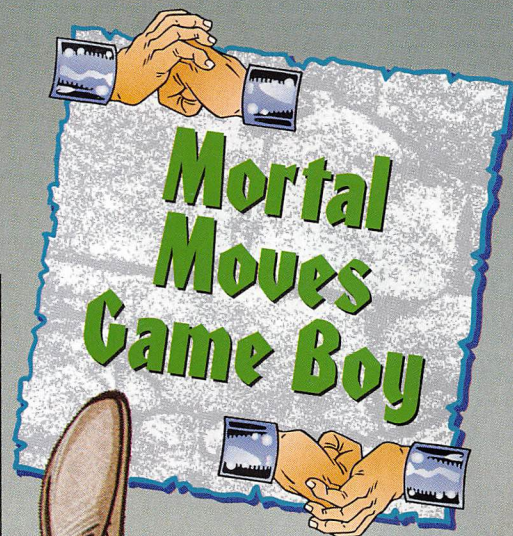


Sonya slams down any opponent who tries to take her from above. Press Toward, Away, Away, and Toward

Finishing Move



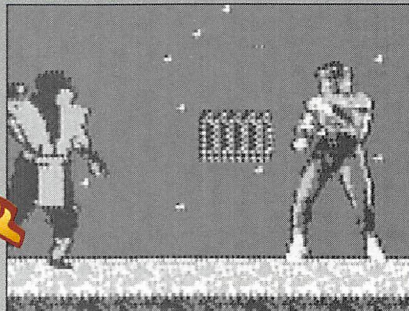
Sonya throws a special kiss to her other fighting buddies, which ignites on contact and sets them aflame. To blow a kiss, move Away, Away, Toward, and then simultaneously press Buttons A and B.



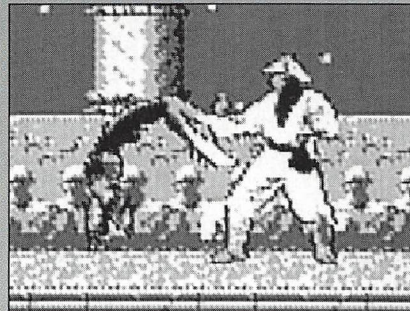
Play Tips Game Boy

SONYA BLADE

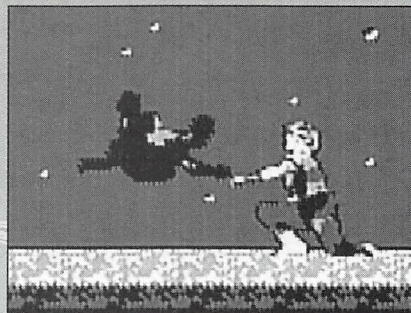
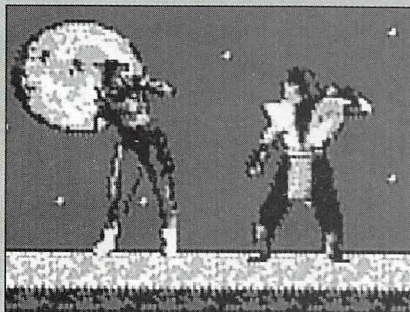
Against Sub-Zero



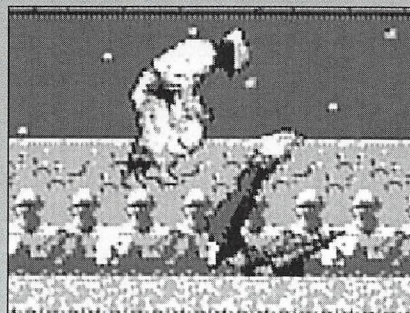
Against Rayden



Against Scorpion

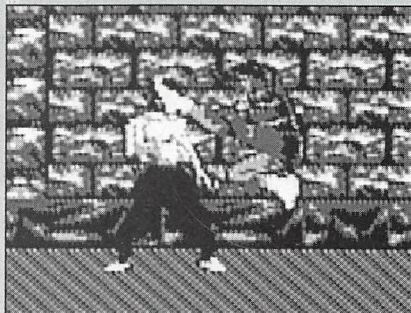
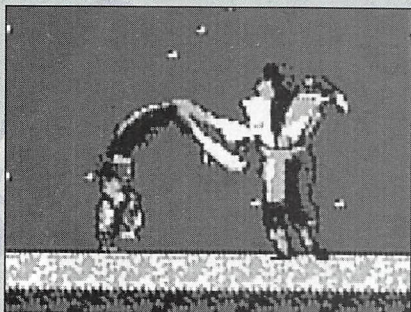


Get things going by tossing some Rings before Sub-Zero tries to come across the screen. When the Rings hit, jump Toward Sub-Zero and Sweep him on his backside.

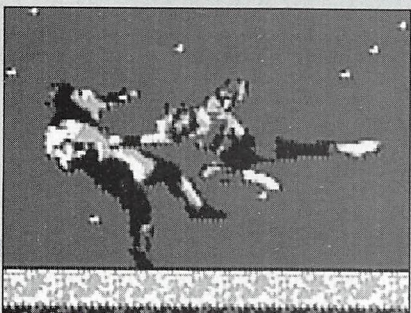
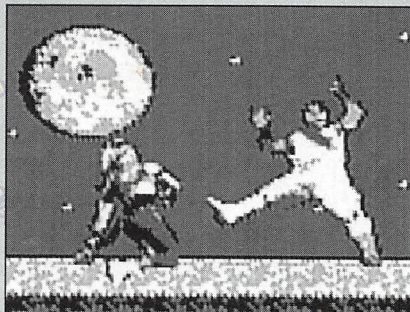


Sonya fights best in close, and fighting Rayden is no exception. Move in and try to Sweep the mysterious Mr. R. Follow up quickly with a Scissor Grab and then a Throw.

Against Liu Kang



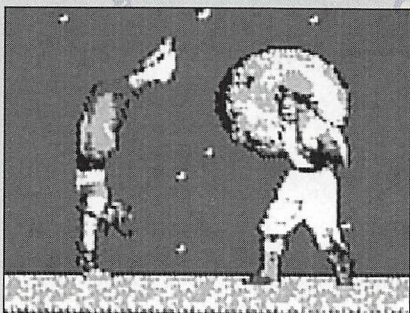
Against Kano



When Scorpion tries to sting with his Harpoon, Jump to get in close and quickly grab him with the Scissors. Before Scorpion hits the ground, go in with an Air Punch.



Take to the air against Kang initially. Jump in and Kick Liu, then land and quickly toss some Rings. It's the best defense against his speed.



Keep Kano off his feet so he can't pull his trademark moves. Try a Sweep, followed by a Scissor grab to keep him off his game.

GORO and SHANG TSUNG



Play Tips Goro

G
O
R
O

Cage vs. Goro



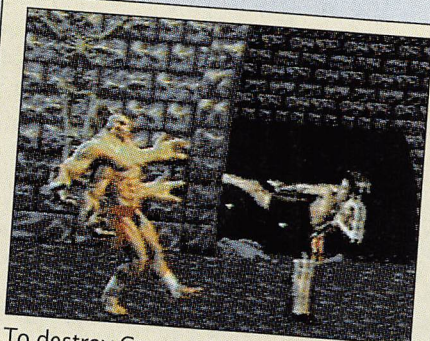
Sweeps are useless against Goro. Go for his head instead.



Cage's Split Punch works against Goro, but it's likely to do more harm than good. It leaves Cage in a vulnerable position and wide open to attack. If your heart is set on using it (assuming your heart is still intact), try it as a finishing blow to end the match.

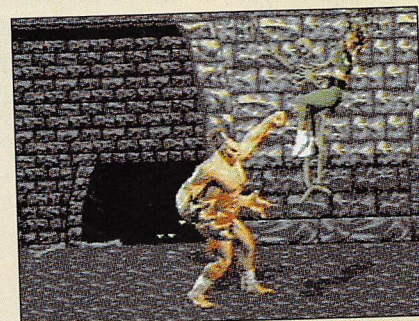
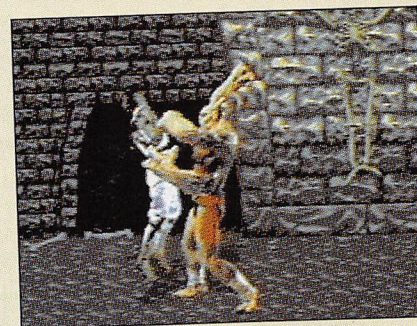
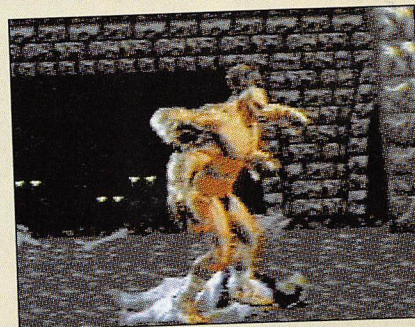
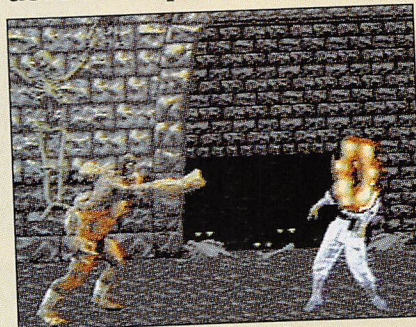


Rock Goro's world with a kick, then follow up with some devastating Air Punches.



To destroy Goro with flair, bar-b-que him with some Green Flame. Don't fight fire with fire, though. When Cage's Green Flame goes head-to-head with Goro's Flame, Cage loses everytime.

Goro's weapons of choice.



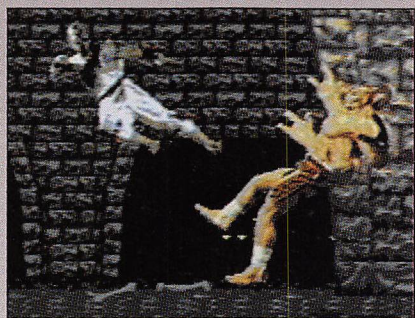
Avoid 'em all!

Kang vs. Goro



Fireballs followed up by a Flying Kick get the job done fast. For a well-balanced attack, add some basic moves like Air and Jumping Kicks and Punches.

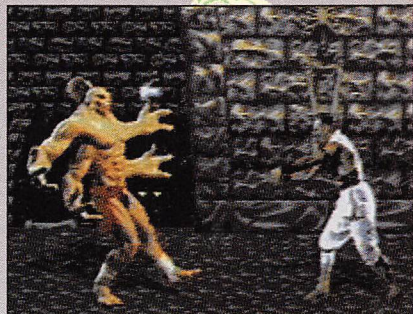
Kano vs. Goro



Jumping Punches and Jumping Kicks work well against Goro.



Multiple Cannonballs followed up with High Kicks bring Goro's life bar down a notch.

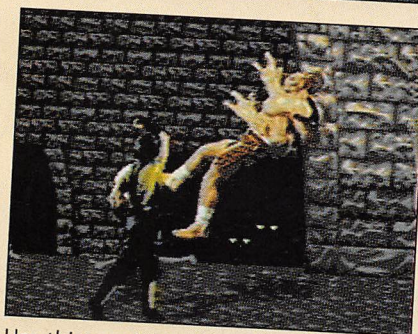


Kano can toss Knives at Goro to keep him back, but he executes them too slowly. Before Kano knows it, Goro is performing a Chest Thump on him.

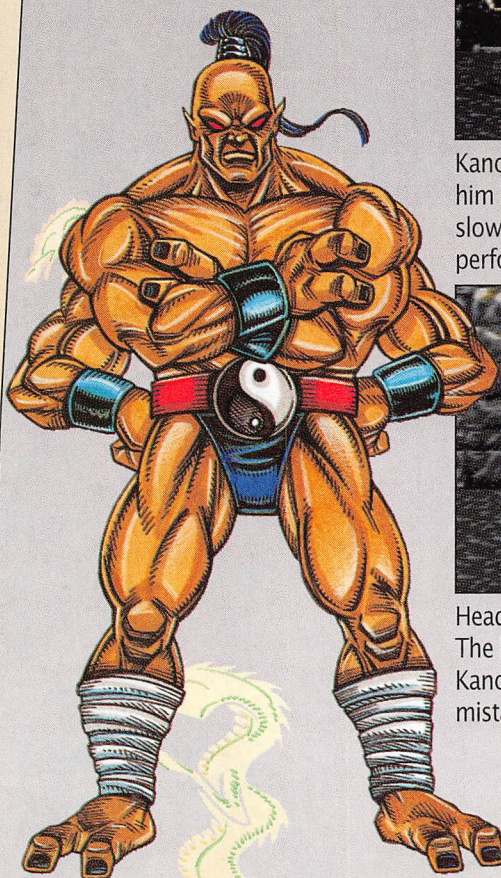


Head butts are big trouble against Goro. The big guy'll put the hurt on before Kano even has time to think about the mistake he just made.

Scorpion vs. Goro



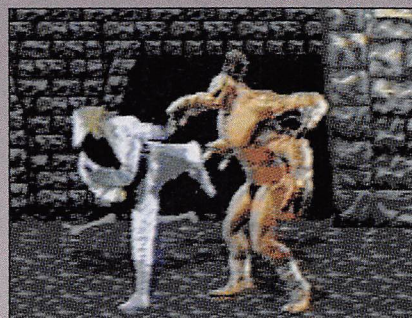
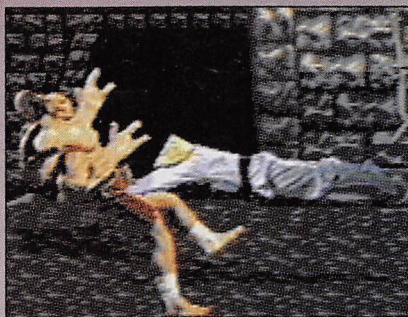
Use this combo to put Goro seven and a half feet under. To start, launch a Harpoon at Goro's jugular. Then, follow it up with a spirit-lifting Uppercut. Now, to get out of town, Teleport. Once Scorp lands in safe territory, start all over again. Scorpion can usually get away with two Harpoons in a row, but after that he's toast.



Play Tips Goro

G
O
R
O

Rayden vs. Goro



Use a kick every now and then to keep Goro distanced, especially when old four-arms jumps toward his attacker.



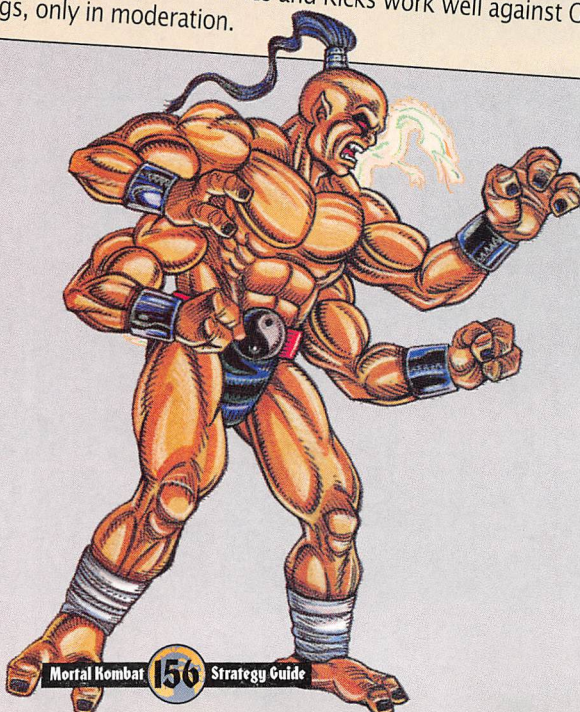
The lethal combo of a Torpedo followed up with a Lightning Throw, works well against Goro.



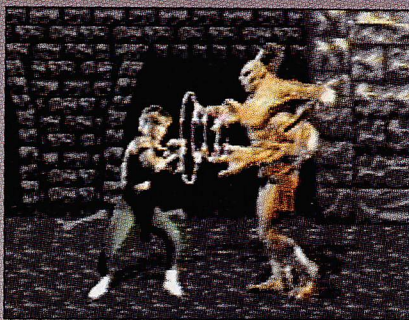
If Rayden is about to get Goro-cized, Teleport.



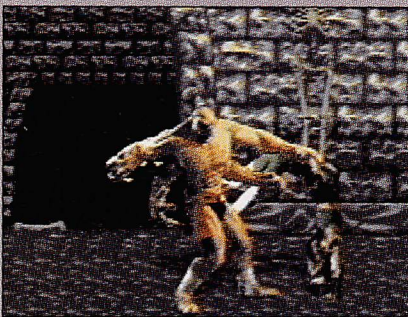
Once again, class...all aerial Punches and Kicks work well against Goro...but like all good things, only in moderation.



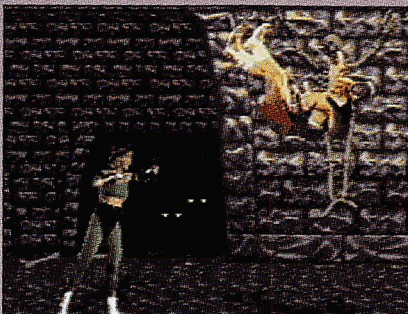
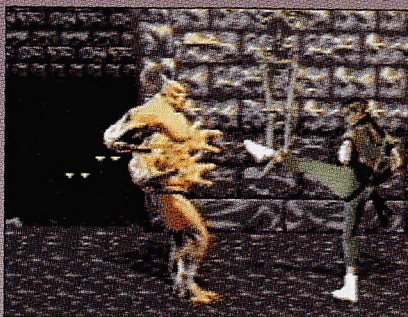
Sonya vs. Goro



Sonya's Ring Toss is effective against Goro, but once he starts firing back, change the plan of attack. She'll lose if she starts trading blows.



The Scissor Grab is a no-no against Go-Go. The only thing it'll get Sonya, is a knuckle pizza - hand delivered!

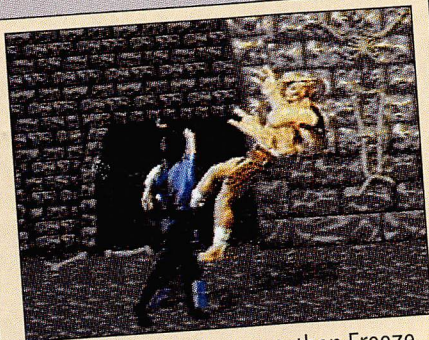


Try to mix up Sonya's moves as much as possible. As with any fighter, Goro will recognize if she uses the same move too much, and he'll immediately counter.

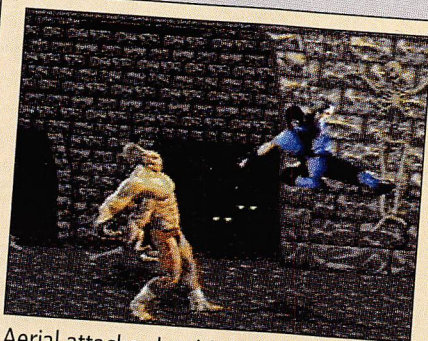
Sub-Zero vs. Goro



Tried and true will make Goro black and blue. An effective combo for Sub-Zero is to Freeze Goro, then follow up with an Uppercut. End it with a Slide.



Here's a little cheese for Goro's next meal. Just Freeze and Uppercut, then Freeze and Uppercut. Repeat until desired effect is achieved.



Aerial attacks should definitely be part of Sub-Zero's Goro blue prints.



Play Tips Shang Tsung

SHANG TSUNG



Trading blows with Shang Tsung will do him some damage, but he'll usually do more damage than is done to him. It's safer to wait until he transforms into another character.



Sweeps are useless against Shang Tsung.



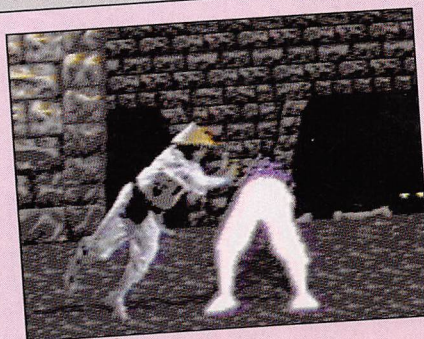
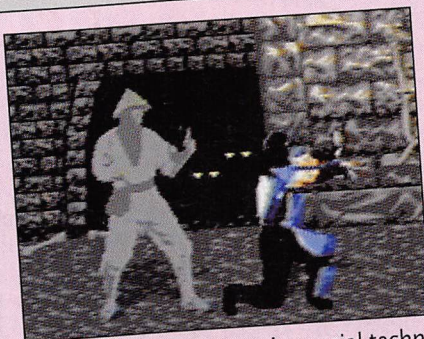
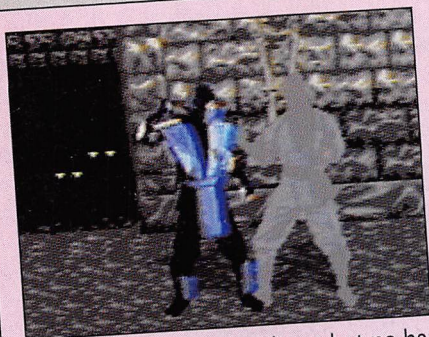
Shang Tsung's Fireball wipes out a good chunk of any Kombarant's life bar. He'll toss four Fireballs in a row at most, so count and be sure to duck!



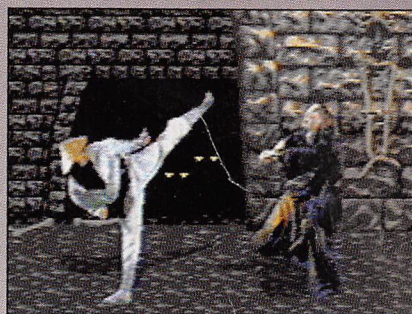
Don't use Sonya's Scissor Grab against Shang Tsung. Once he transforms into any of the original seven characters, though, the Scissor Grab works just fine.



Sub-Zero's Slide is also useless against Shang Tsung. Wait until he changes into another fighter, then Slide until your feet hurt (which won't be too long).

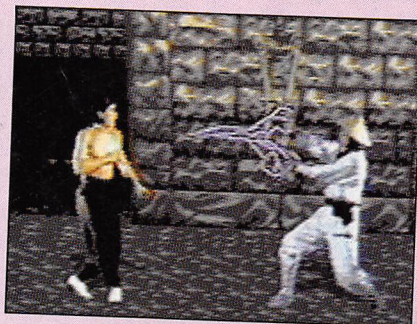
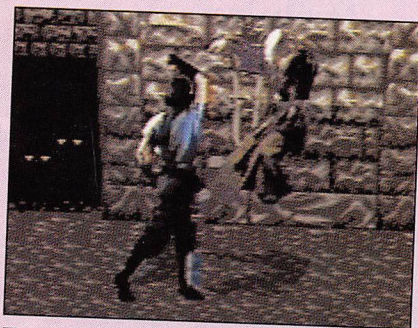


Shang Tsung's got nine lives, but no heart. He can't use each fighter's special techniques until he transforms into that character.



Mortal Moves are effective weapons if you want to get this fight over with in a hurry.

If you see that you're getting Shangslammed, mix up your Mortal Moves with more conservative Basic Attacks.



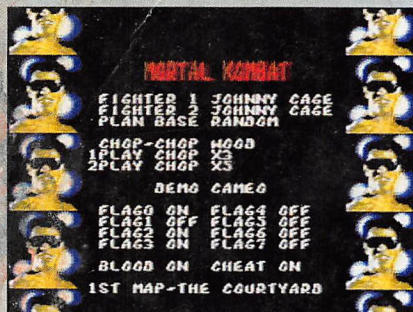
Try not to trade blows with Shang Tsung until he transforms into another fighter. Then, go after him using the Killer Kombos, PlayTips, and other fighting strategies you'd use against that character in the regular tournament. When Tsung changes into Goro, stay back and fight cautiously.

SECRET KODES

Mortal Kombatants! There's a killer code for the Genesis version of the game that you can use to enter a programmer's mode that enables you to do all kinds of weird things with the game. Read on....



When the Game Start/Options screen appears, press Down, Up, Left, Left, Button A, Right, and Down (hey, that's D, U, L, L, A, R, D!).



Once the code is entered, the words "Cheat Enabled" appear underneath the word "Options." Choose the Cheat option, and then you can access all kinds of tricks.

Fighter 1 and 2: Use this to select which of the seven Kombatants you want to use for the various options below.

Plan Base - Random, One, Two, Three, or Four: This probably accesses the computer's basic strategies for fighting human opponents.

Chop-Chop: Choose from the five different bonus round substances (wood, stone, steel, ruby, and diamond) for the "Test Your Might" demo.

1Play and 2Play Chop: Determines how often the player is given a chance to "Test Your Might." XO is not at all, X1 is after every match, X2 is after every two matches, etc.

Demo: This option enables you to view the Cameo, Biographies (ending stories), and Battle Play for the current Fighter 1. Chop-Chop enables you to play the "Test Your Might" bonus round with the currently selected fighters. Choosing Medal will show you the pre-match screen for a two-player game, using the arena and players currently selected. Press Button A, B, or C to begin the chosen demo.

FLAG0: This option cripples Player 2. It only takes one attack by Player 1 to defeat Player 2. The exception is Goro, who won't be crippled in the first fight, but will be in the second and third fights.

FLAG1: Cripples Player 1 in the same manner.

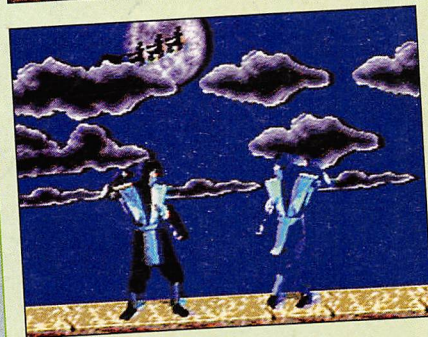
FLAG3: Activate this flag, and then choose the Pit as your first map background. The initials BYC and a bouncing face will scroll across the Pit's moon (this activates the Reptile mode as well). Choose the Pit as your first fight, or the option won't work. Wonder who it is?

FLAG4: Activate this flag and you'll receive Reptile clue messages before every match. Your opponent will be crippled in the second and third rounds only.

FLAG5: This flag gives you unlimited continues.

FLAG6: This flag makes the computer characters always execute their Finishing Moves.

FLAG7: Activate this flag and you'll only fight in the Courtyard against unusually tough opponents.

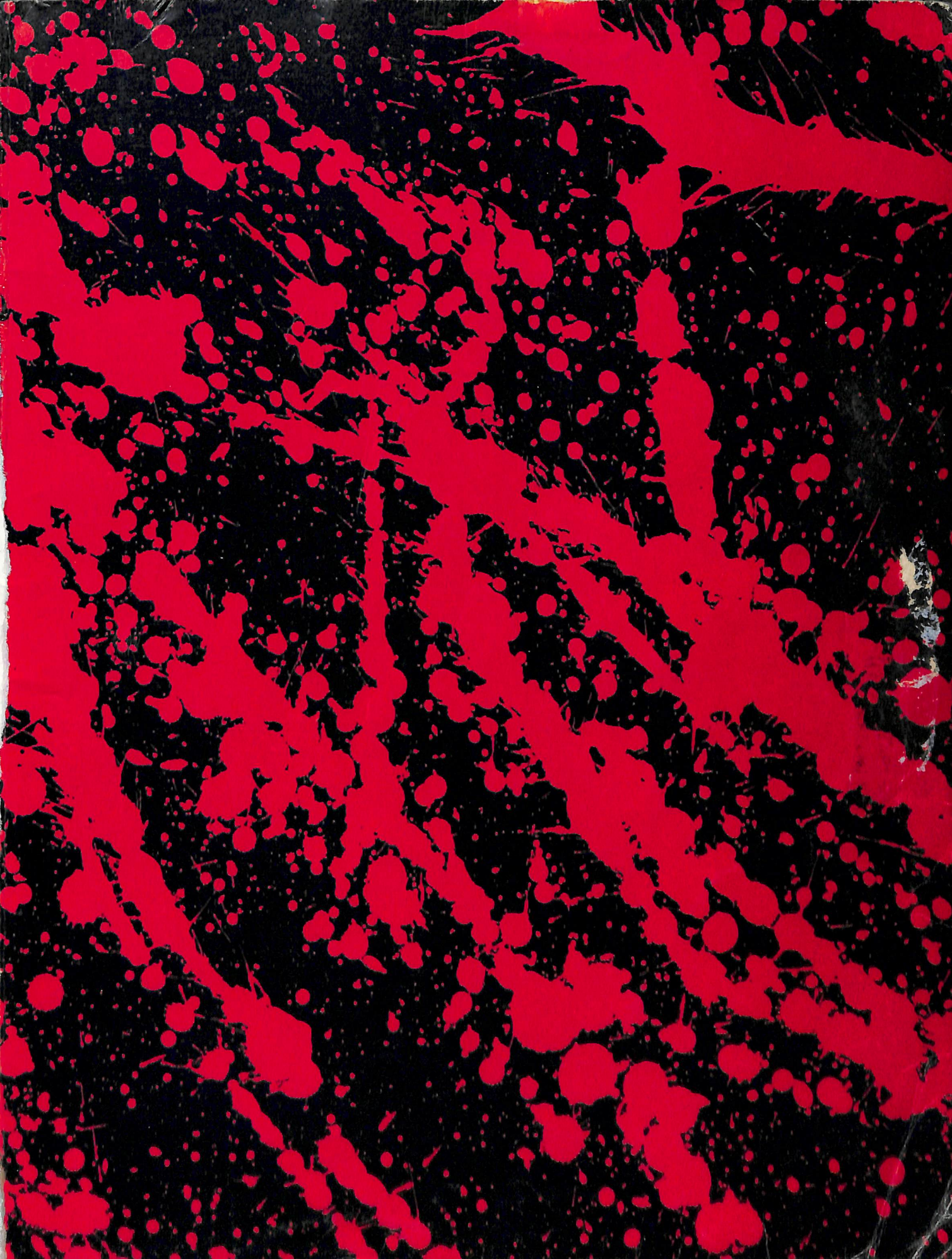


FLAG2: Go straight to Reptile! This activates the various characters that scroll across the moon above the Pit - including Peter Pan, Wendy and Michael, a Witch, Santa and his Sleigh, a Rocket Ship, and a Blimp. If the player activates this option and defeats their opponent in the Pit with a Double Flawless and a Finishing Move, Reptile will appear ready to fight!

BLOOD: This turns the blood on or off!

CHEAT: This turns the Cheat Mode on or off.

1ST MAP: This option enables you to choose the forum for your first fight. If you choose the Pit, you'll automatically have the opportunity to fight Reptile.



GET READY FOR KOMBAT!

Here it is, the ultimate Mortal Kombat guide. 162 pages packed with non-stop in-your-face kombat strategies for the Genesis, Super Nintendo, Game Gear, and Game Boy versions of the game.

ALL SEVEN KOMBATANTS!

Background info, kombos, and secret strategies for all seven of your favorite fighters: Johnny Cage, Rayden, Kano, Sub-Zero, Sonya Blade, Scorpion, and Liu Kang.

MORTAL KOMBAT SECRETS REVEALED!

Learn how to fight and defeat Goro, Shang Tsung, and the ever-elusive Reptile.

BASIC ATTACKS!

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